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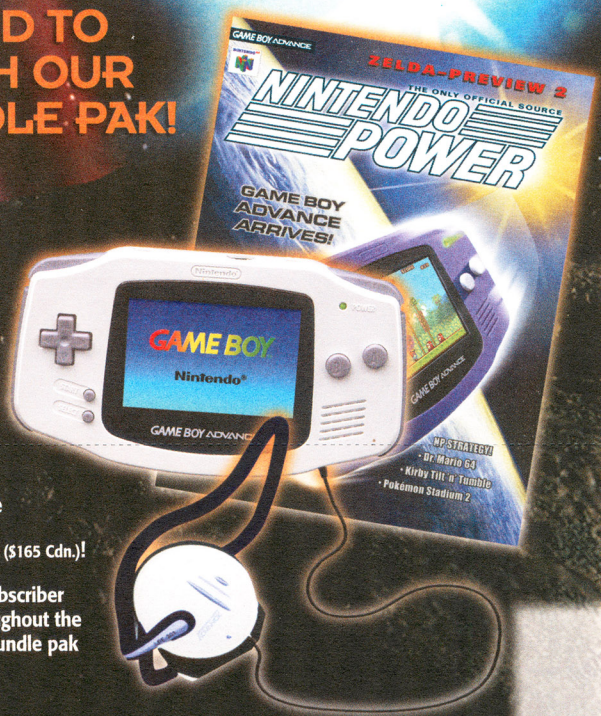

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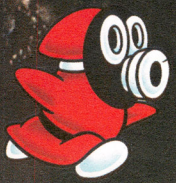

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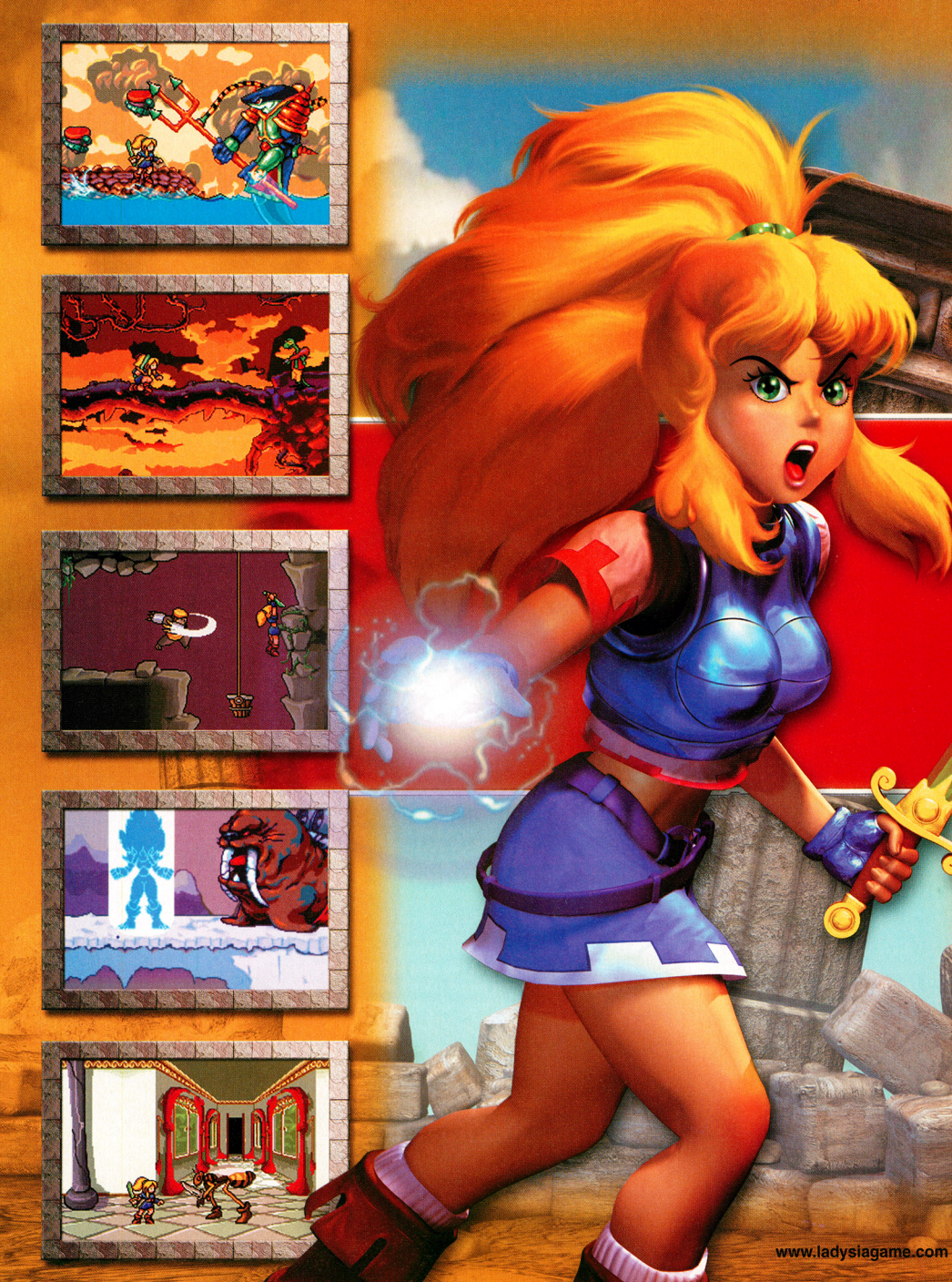
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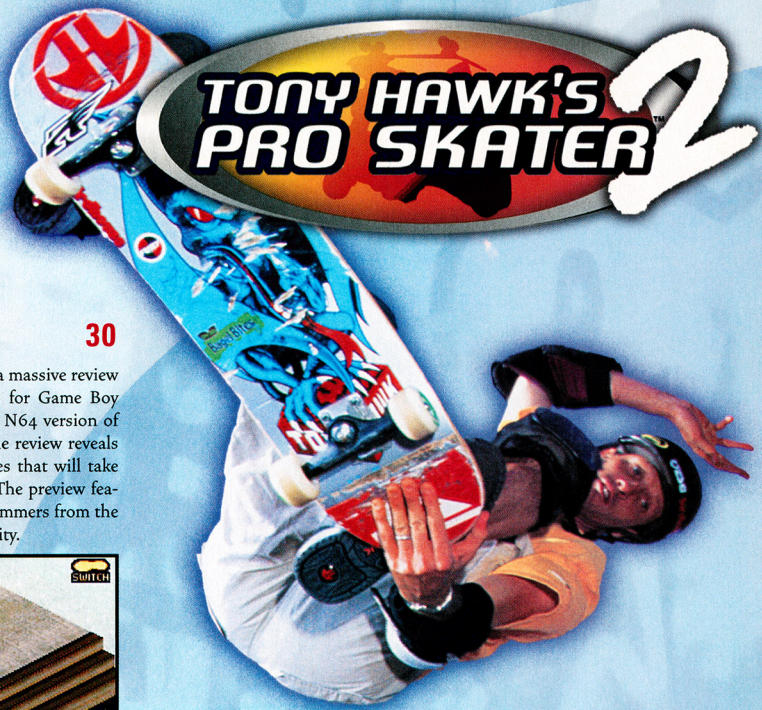
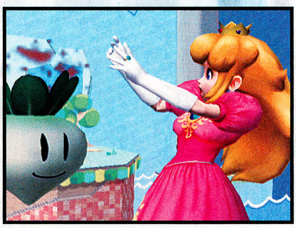


Back to the Grind 30

Take flight with the Hawk for a massive review of Tony Hawk's Pro Skater 2 for Game Boy Advance and a preview of the N64 version of the extreme sports thriller. The review reveals special moves and secret codes that will take you to the top of your game. The preview features an interview with programmers from the game's developer, Edge of Reality.

E3 Cubed 36



The news from the Electronic Entertainment Expo is all good for fans of Nintendo games. We'll take you to the front of the long lines that formed around Nintendo GameCube and its collection of hit games in an exclusive Nintendo Power wrap-up of E3 2001. It's jam-packed with GCN screen shots.

Arena Advice 44

Castlevania: Circle of the Moon's Battle Arena is the subject of our strategy review of the Game Boy Advance frightfest. Once you survive the trials and tribulations of the ultra-challenging arena, you'll be able to continue your vampire-hunting quest with the added protection of the Shining Armor.

Warrior Rules 88

Enix's epic Dragon Warrior III for GBC is a feature-filled update of the NES classic. Our review takes you through the twists and turns of the first quarter of the game with detailed maps and information that will help you to acquire new transportation—a ship.

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PLAYER'S PULSE

Game Boy Advance arrived in North America on June 11th, and the excitement is at a fever pitch! Read on for the straight story on your most-wanted GBA games, the system's impressive new features and tons of questions and answers about the world's newest palm-sized powerhouse!

GBA ALL THE WAY!

I've seen the Game Boy Advance's graphics, and they're really awesome! It looks like a portable television! And I think the link to the Nintendo GameCube (GCN) is pure genius—while a friend is trying to stop you from scoring a touchdown, you can pull off a sneaky secret play. Advance is going to be great!

Roy Campos
Via the Internet

I don't see how it's possible to make something like the GBA. I mean, really! The graphics are so good, my jaw dropped when I saw them. It's like a pocket Super NES, but better. How long have you been working on it—20, 30 years? I think it's too good to be true. It isn't a lie, is it?

Chris Metrailer
Via the Internet

No, we couldn't imagine leading gamers on like that. Though it may seem like a beautiful mirage, we can assure you that the GBA, which has been in development for over two years, is as real as it gets.

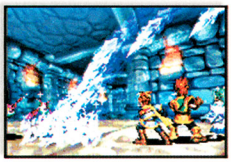
The GBA will be a huge success, but people don't think about the battery savings because they're blinded by great graphics and games. I like those things, too, but the battery life deserves a place in the GBA talk.

Jared
Via the Internet

With a battery life of nearly 15 hours from a measly pair of AAs, GBA will save you big bucks in the long run. Also, look for licensed AC Adapter and Battery Pak accessories in the near future.

Will GBA be coming out in more colors? I'd like to see black, red, green or dark blue. Also, will Golden Sun come to the USA? It looks like the greatest handheld game ever!

Kyle Halleman
Via the Internet



We're already adding new colors to the GBA family, as the bright and cheery Fuchsia unit joins Arctic, Indigo and Glacier as available color schemes. Nintendo has also announced plans to bring gold-and-silver colored GBA's, much like the special Pokémon gold-and-silver GBC units, out in Japan—and we're hoping that a North American release isn't far behind. As for Golden Sun, there is no current US release date—but it sure looks good, doesn't it?

I speak for a very large community when I say we want Metroid on the GBA!

Peter de Castro
Via the Internet

Samus fans, rejoice! Metroid IV, an all-new GBA adventure, is already in developement.

Plenty has been said about the GBA's graphics, and they're great! But what about the sound? With a game like Game Boy Music coming out, the speakers would have to be pretty good.

Frederick Rombouts
Via the Internet

We've listened to some amazing music on the GBA, including the thrashing punk of Tony Hawk's Pro Skater 2 and the spine-tingling opening choral theme to Castlevania: Circle of the Moon. And you'll never have to worry about not hearing your game, because the GBA at full volume is LOUD!

The best thing about GBA is the graphics. It's 32-bit! That's like carrying half an N64 around in your pocket! Also, you should make a

LETTER OF THE MONTH

I was surfing the Net today and I discovered a site where you can find the meaning of names, so I decided to look up some famous Nintendo characters. Mario means one who is "manly or rebellious," Zelda means "gray-haired battle heroine," and, most shocking of all, Luigi means "famous warrior!"

Anonymous
Via the Internet

Someone must have heard about Luigi's Mansion, the new Nintendo GameCube adventure starring everyone's favorite green-clad plumber. But other Nintendo names have some unusual meanings as well. Ash means "blessed or happy," Saria means "princess," Kirby means "from the church village" and Brock means "badger"!

game where Wario chases around giant pieces of food. You could even use scaling to make the food rotate.

Alex Cheung
Via the Internet

Gamers hoping to catch a massive meatball with Wario will have to eat the giant vegetables in Super Mario Advance until Wario Land for GBA arrives.

This summer I'll be in Europe for two weeks, and that means two 14-hour jaunts across the ocean. I am going to love my GBA to death during the flights, and during boring moments on the trip—if there are any.

Togress 4627
Via the Internet

Since the GBA debuts in North America a couple of weeks before it arrives in Europe, you should be the most popular tourist around!

I want a remake of Super Mario RPG for the GBA! That game had a very enjoyable battle system, not to mention a great story and new characters. I liked meeting Geno and Mallow the best.

Chris Niedbala
Via the Internet

We received hundreds of reader requests for both remakes and new games alike, and Super Mario RPG was by far the most popular suggestion.

What game would I like to see on the new system? Three words: Kid Icarus Advance. 'Nuff said.

Eric Chapin
Via the Internet

That's actually five words, but we'll let it go this time.

I want to see GBA role-playing games. There usually aren't very many made, and that's bad like Bowser because RPGs are good like Gorons.

Cyberstar9
Via the Internet

Will GBA games work with the Super Game Boy on the Super NES?

Mark Fuller
Via the Internet

No. The Super Game Boy supports only certain Game Boy and Game Boy Color titles.

I was wondering if Nintendo could make a Mario Party game for GBA, since it's such a great game and could take advantage of the four-player link capabilities.

Wildrown
Via the Internet

Mario Party would make a fabulous GBA title, wouldn't it? Although there's no word on Mario party for GBA, there are plenty of multiplayer thrills to be had on the new system, including games such as Super Dodge Ball Advance, ChuChu Rocket, Top Gear GT Championship and the Mario Party-esque Tweety and the Magic Gems.

I was flipping through the new Nintendo Power when I thought I saw Tony Hawk's Pro Skater 2 for the N64. Then it hit me—they were actually screen shots for the GBA! That's incredible!

Tom Nucci
Merrimac, MA

If you're not convinced by now that GBA is the best handheld system ever, head down to a local electronics store to see for yourself! And keep reading NP for the absolute latest, most accurate GBA information anywhere.

WHAT'S GOING ON?

I was wondering if I get my magazine at a different time than everyone else. Right when I get the mag, I write you about the Write Away, Right Away topic, but when I get the next month's magazine you're talking about a totally different subject!

Anonymous
Via the Internet

Write Away topics, as well as Artist Gallery themes, are discussed two months after we post them—so responses to this

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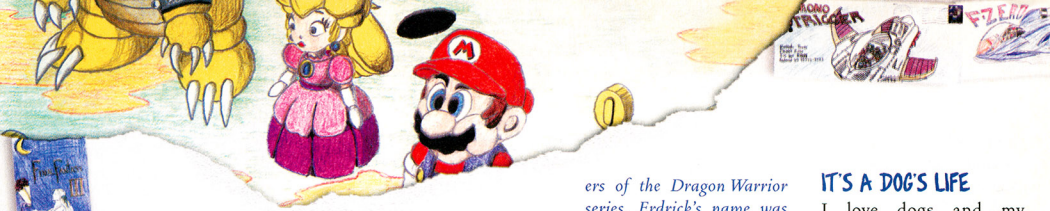


month's topic won't appear until our September issue. We like to give readers an extra month to craft their brilliant responses!

BUILT TO TILT

I just got the new game Kirby Tilt 'n' Tumble, and it's really fun! But I was wondering if you can play it on the GBA. Will the tilt function still work?

Denise
Via the Internet

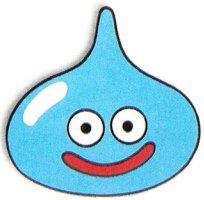
No problem! Kirby can still shake, rattle and roll on your GBA. The magical tilt technology is actually contained in the Game Pak itself, not the system.

NAME THAT HERO

I was recently playing Dragon Warrior, and I noticed that in the GBC version people ask you "Art thou a descendant of Loto?" but on my NES they say "Art thou a descendant of Erdrick?" I was just wondering what it meant.

Nancy Sweeney
Via the Internet

According to Enix, the makers of the Dragon Warrior series, Erdrick's name was changed to Loto so it would fit on one line on the GBC screen.



BASEBALL BROODING

Now that the baseball season is in full swing, I was thinking of the two Ken Griffey Jr. games for the N64. Slugfest especially had impressive graphics, and the controls were easy to use and allowed anyone to play on the first try. While a few minor touches would make them better, the games are still fun to play, and they deserve to be resurrected on the GCN!

Nathan Corthell
Via the Internet

Since the superstar center fielder now plays for the Cincinnati Reds, you probably won't see another Nintendo Griffey game. We can only hope for a new baseball game starring the Seattle Mariners' superstar—Ichiro's Infield Base Hit Frenzy, anyone?

IT'S A DOG'S LIFE

I love dogs and my brother's N64. Why don't you make a dog game? I know Zelda games have dogs, but I want a game that's all about dogs!

Ryan
Via Mail

There is a game for the GBC called Dogz, which lets you raise and play with a virtual pooch of your own. But if you need an N64 hound fix, try Harvest Moon 64, where you can feed, train and race a puppy.

EASY AS PIE?

What's going on? All these great games are being made, but they aren't long enough! Ocarina of Time was plenty long, but Majora's Mask took no time at all. Banjo-Kazooie took a while, but Banjo-Tooie took about a week! And Super Mario RPG took forever, but I'm zooming through Paper Mario. Are games getting shorter?

Vasillios Pantazopoulos
Via the Internet

There are a couple of possibilities. First, the games you named are sequels, so perhaps you're used to the game play mechanics and challenges of the series. They are also chock-full of side quests and minigames, so it's possible that you blasted through the main story and still have plenty of areas left to explore. Our final theory is that constant practice has made you a better player!

POWER CHART

What do you want to see? From announced releases to Super NES classics to dream titles (a new Zelda game, anyone?), we took your Write Away, Right Away suggestions and counted 'em up! The resulting list is for your 10 most requested GBA games.

GBA'S 10 MOST WANTED

1. **Super Mario RPG**
2. **The Legend of Zelda**
3. **Metroid IV**
4. **Earthbound**
5. **Tony Hawk's Pro Skater 2**
6. **Super Smash Bros.**
7. **Pokémon**
8. **Star Fox**
9. **Legend of Zelda: A Link to the Past**
10. **Kirby**

CHECK IT OUT!

While many of us watched the Super Bowl last January, Danny Forbes and a group of 40 students from Bothell High School near Seattle, WA, spent the rainy day locked in a house with four NES consoles and a whole lot of Tecmo Super Bowl. After playing 55 grueling games, Brian Unguren was declared Ultimate Tecmo Super Bowl Champion of the World (or at least the living room). Danny's mother, a teacher who used to instruct some of the boys and kindly let them invade her house, said the event was a smashing success!

COVERING THE CLASSICS

What was on the cover of the first Nintendo Power magazine?

Anonymous
Via the Internet

It was none other than our most popular cover subject, Mario. Since it featured the just-released Super Mario Bros. 2, you can also see an angry Wart in the background.

AN IDEA-L QUESTION

Have you ever thought that we'll run out of ideas for video games? There are a limited number of categories (sports, RPG, fighting, etc.) and most are unoriginal. How many times have we seen Link with the same old weapons? Even the bad guys are running dry. Face it, the video game industry will crash from a lack of ideas.

Anonymous

No new ideas? What about spinning and flipping your GBC to move a character, like in Kirby Tilt 'n' Tumble? Or maybe you'd prefer to play a fighting/role-playing/action game like Hybrid Heaven for the N64. As for new weapons and baddies, in the two new GBC Zelda games you'll find Magnetic Gloves and the Harp of Ages, not to mention dungeons full of new bosses and a password link feature that connects the two titles. And need we bring up Pikmin? The E3 blockbuster, created by the legendary Shigeru Miyamoto, combines action and strategy with stunning graphics and game play that are as original as it gets. The video game industry is among the most creative in the world, and we're sure that talented game designers and fans will be innovating for years to come.

BAD MOON FALLIN'

I've owned Majora's Mask since it came out, and I've never seen the moon fall. Will it erase my game?

Miguel Gonzalez
Via Mail

You haven't seen it? The moon crash, one of the coolest scenes in all of Majora's Mask, won't erase or damage your game in any way, so give it a look. We've included a scary sneak peek below, but you might need to view it through your fingers.

OOO LA LA!

I'm in love with Tony Jones! My compliments to his designers. Wow! What a cutie! Can I possibly get a poster of Tony?

Sasha Kalishman
Gainesville, FL

Magi-Nation is a great game, but all our Tony Jones posters were stolen by squealing fans. You'll have to make do with the shot below. Isn't he dreamy?

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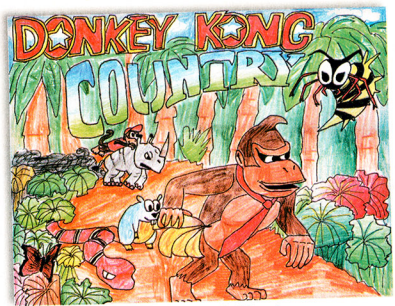
WRITE AWAY, RIGHT AWAY

E3 has finished up, and the big N had quite a showing. Read the E3 review in this issue, check out the goods at nintendo.com, then let us know what you think! What surprised you? What is the one game you must get your hands on? Send questions and comments to the address at the bottom of page nine, but try not to drool on the letter!

ARTIST'S GALLERY

It's a Super NES reunion, as much-beloved games like Final Fantasy III, the Illusion of Gaia and even Plok make their way into your Artist's Gallery. Our next topic is more timely, because we want to see artwork of your favorite new GBA titles! Send them our way—we'll showcase the latest and greatest in the September issue.



Lisa McClurg • San Diego, California

Justin Marutiak • Indianola, Pennsylvania

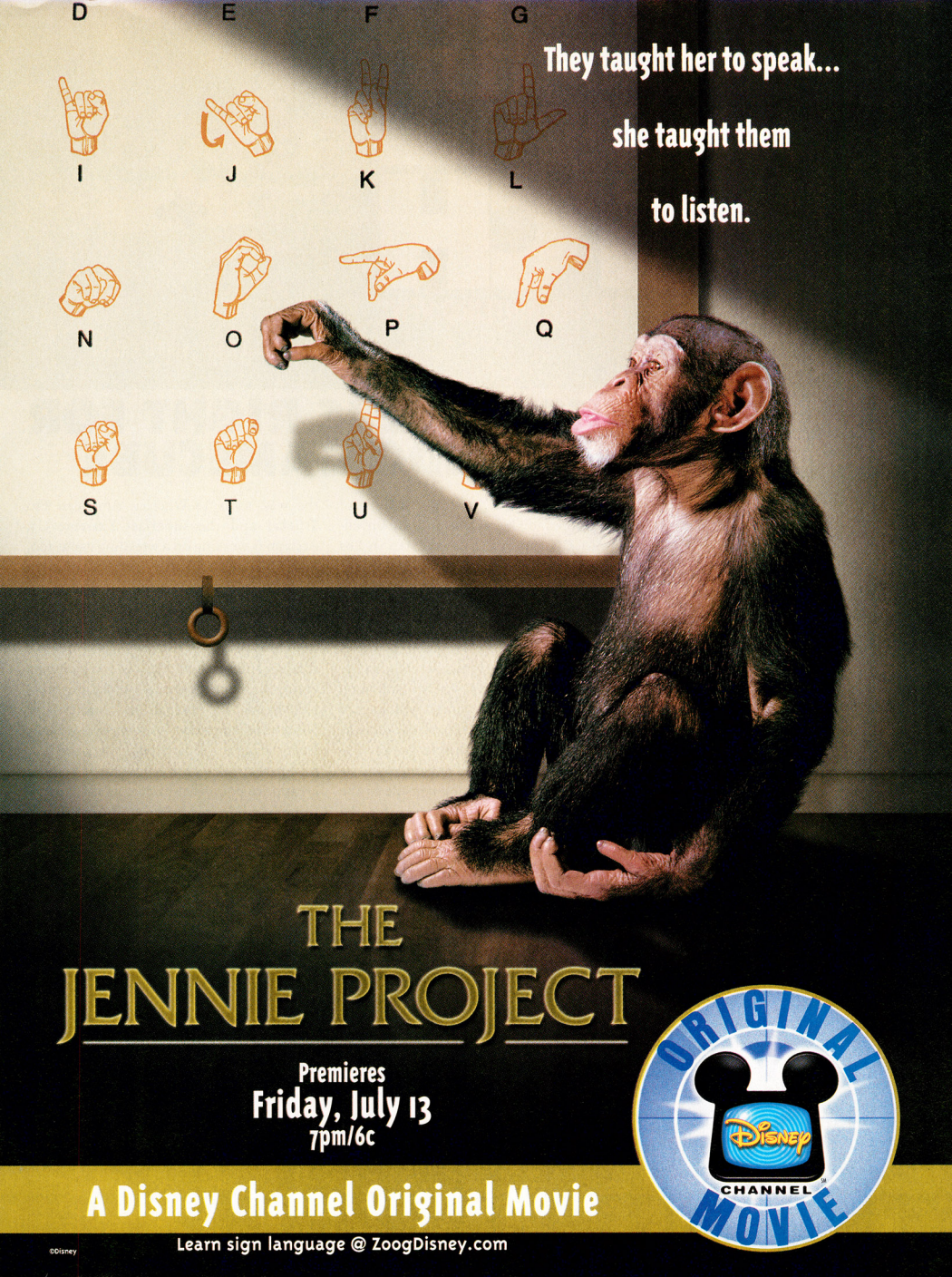
Andy Rogers • Pittsburgh, Pennsylvania

Carolyn Morris • Dayton, Ohio

Solomon Keller • Londonderry, New Hampshire

Joshua Birlson • Springdale, Arizona

Ryan Epp • Winnepeg, Manitoba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They taught her to speak...
she taught them
to listen.
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JENNIE PROJECT
Premieres
Friday, July 13
7pm/6c
ORIGINAL
Disney
CHANNEL
MOVIE
A Disney Channel Original Movie
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GAME WATCH

THE ONLY INSIDE SOURCE FOR ALL NINTENDO NEWS

MARIO KART: SUPER CIRCUIT

THIS MONTH

Fortress

Lady Sia

The World Is Not Enough

Spider-Man: Mysterio's Menace

Also this month:
LEGO Bionicles: Tales of the Tohunga
Harry Potter and the Sorceror's Stone
Jurassic Park III: The DNA Factor
Ecks & Sever

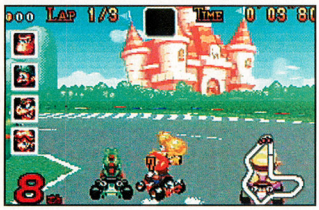
THE PRICE IS RIGHT FOR NINTENDO GAMECUBE

Following the official debut of Nintendo GameCube and the unveiling of GCN games at this year's E3 in Los Angeles, Nintendo announced the official pricing of Nintendo GameCube hardware and software. The Nintendo GameCube console will have a suggested retail price in the U.S. of $199.95 when it launches on November 5th. That price severely undercuts the competition's. As for software, Nintendo GameCube games will have a suggested retail price of $49.95, the same as other next generation console games. The low GCN pricing means that gamers will be able to buy the best gaming console in the world and two incredible games for the price of one competing console without any games. It doesn't take an economist to see the kind of value Nintendo GameCube offers, particularly when you consider that GCN titles were the smash hit of E3 and are the most anticipated games of the fall season.

More good news for Nintendo GameCube fans followed E3. The list of third-party GCN titles grew substantially after Acclaim jumped on the GCN bandwagon, announcing support for Nintendo GameCube with 11 titles. Acclaim's NFL Quarterback Club and All-Star Baseball franchises are on the way along with games featuring supercrosser Jeremy McGrath and Dave Mirra of BMX fame. Crazy Taxi, licensed from Sega, is on the way, as is 18-Wheeler: American Pro Trucker and the superfast Extreme G3. Acclaim is working on a wrestling game, too, and a prequel to Turok, Turok Evolution, should arrive in 2002. Take Two Interactive announced a GCN project of its own after the show. Duke Nukem Forever is coming to the party. And perhaps the biggest news is that Sega announced that it is developing its entire Sega Sports lineup—including football, basketball, baseball and hockey—for Nintendo GameCube. With massive support from the big third-party publishers, the best first-party games from Nintendo and now a great price point that undercuts the competition by a hundred bucks, Nintendo GameCube looks like the system of the future.

MARIO KART: SUPER CIRCUIT TO NORTH AMERICA

Nintendo's best-loved racing game is coming to Game Boy Advance next month, and Game Watch has an exclusive peek under the hood. The original Mario Kart for the Super NES was released in 1992 to an unsuspecting world. Back then, no one knew that Nintendo's kooky kart racer would spawn endless imitations and define a new



genre of racing games. Today, as we turn to the amazing Game Boy Advance, the new Mario Kart: Super Circuit looks as fresh and fun as ever. And whereas the first Mario Kart's multiplayer option was limited to two players, Mario Kart for GBA allows four drivers to pull up to the starting line.

START YOUR ENGINES

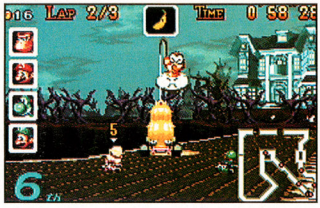
Mario Kart: Super Circuit features favorite Nintendo characters, including Mario, Luigi, Yoshi, Princess Peach, Donkey Kong, Bowser and Toad. Drivers choose to race at the 50cc, 100cc and 150cc levels in five cups. In all, there are 20 new courses to challenge you in the single-player Grand Prix and Time Trial Modes. From haunted houses to desert mouses, Mario Kart tracks come at you with all sorts of obstacles and challenges. As veteran Mario Kart racers will attest, anything can happen in a Mario Kart race. The clever use of items often makes the difference. If you collect enough coins, you will increase your speed and the amount of damage you can take. You can place a banana peel right in front of a cache of coins so following karts spin out of control or use a star to blast through a pack of other racers unharmed. Mario Kart: Super Circuit has the classic feel of previous Karts, but it has its own surprises, as well.

A MATCH MADE IN HEAVEN

Mario Kart: Super Circuit is the perfect match for Game Boy Advance. The sharp, wide-angle screen helps you see around bends, and the smooth scrolling gives the game a 3-D feel. The L and R Buttons play important roles by activating items and slides' respectively. To get the most out of the great sound, plug in some headphones. You'll be bowled over by the depth and quality of the music and sound effects, not to mention voices. Finally, Mario Kart games are best played with friends, and Mario Kart: Super Circuit is ready to party on GBA as long as you have some GBA Game Link Cables.

A DAY AT THE RACES

Bring a friend or even two or three when you want to play a full-screen, multiplayer round of Mario Kart. Tell them to bring their GBAs and Game Link Cables, but don't worry about extra Game Paks. You'll need only one Mario Kart: Super Circuit Game Pak for the four of you to hit the road in the Single-Pak Mode. If you want a greater variety of courses, there's a Multi-Pak Mode, too. Like all great games, Mario Kart: Super Circuit for Game Boy Advance is all about fun. With great characters, fun challenges, super play control and exciting modes including multiplayer action, what else is there?



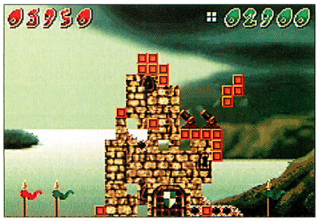
ADVANCED RACING MARIO-STYLE!

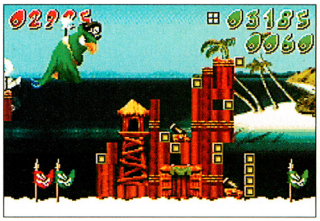
FIRST PLAY

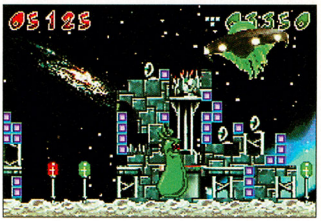
HANDS-ON PREVIEWS OF UPCOMING GAMES

BUILD IT AND THEY WILL PLAY

Building a fortress with Tetris-style blocks is just part of the story in Majesco's clever action puzzle title for GBA. Fortress combines the strategies of games such as Tetris and Rampart to create an all-new experience. There are three modes of play—Battle, Tournament and Blitz—and a two-player match option. Players can battle in a Prehistoric, Medieval, Pirate or Space setting. Your first task is to establish your fortress by placing blocks. The more blocks you place, the more extra stuff you'll earn, such as cannons, bombs and extra doors for troops. As the cannonballs fly, you'll have to try to patch up the damage so you can keep fighting. There's more strategy there than meets the eye, and the graphics that meet the eye are worth fighting for. Majesco plans to release Fortress by the end of July, so you'll be able to start building your fortress soon.

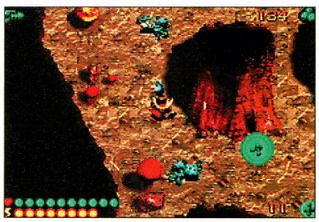


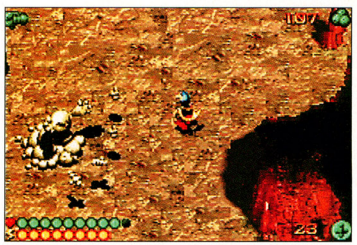


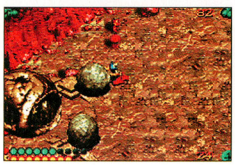


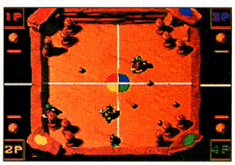
LEGO GOES NATIVE

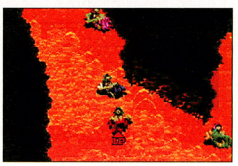
LEGO Bionicles: Tales of the Tohunga for Game Boy Advance is a new direction and a new franchise for the toy company. Bionicles are semimechanical creatures who live on the tropical island of Mata Nui. They can run around, jump over rocks and water, talk to their fellow Tohunga (other Bionicles) and collect all sorts of items. There are puzzles to solve, quests to undertake, a people to save and evil to vanquish. It's easy to get around in the three-quarter perspective world thanks to excellent play control and graphics. The development team at Saffire has done a great job of creating a fanciful world on the GBA. It has little to do with the LEGOs that most people are familiar with, but the new Bionicle series of games and LEGO figures should make quite an impact this fall. LEGO plans on releasing Bionicles in October.





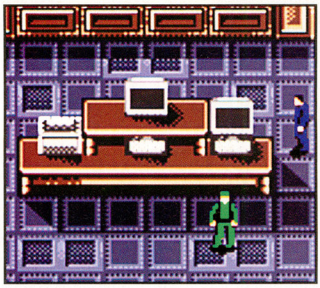


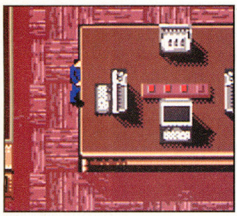


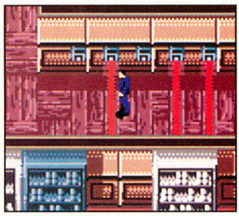


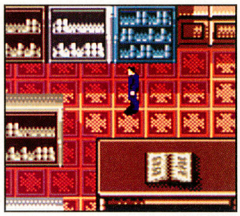
BOND IS ENOUGH

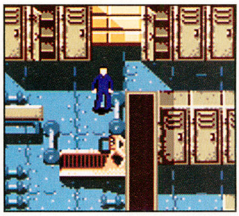
The world may not be enough for some secret agents, but James Bond of Her Majesty's Secret Service has his hands full in EA Games' GBC version of the most recent Bond film. The World Is Not Enough features characters from the movie, such as Christmas Jones and Renard, and seven levels of film-based intrigue and action. Bond can use more than 15 special devices from Q Section to help him accomplish his mission objectives from London to Istanbul. The characters are on the small side, so you'll have to keep your eyes peeled for danger, not to mention ammo and weapons. The most surprising thing about the GBC TWINE is that players can earn power-ups that they can transfer to the N64 TWINE using the Transfer Pak. You can give yourself power-ups in the following areas: access cards, health, ammunition, weapons and gadgets. TWINE is scheduled to reach Bond fans this fall.





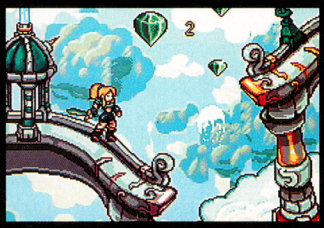


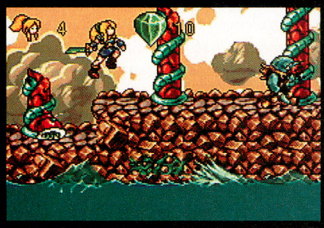


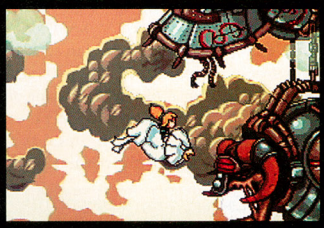


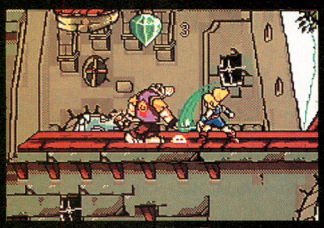
ANOTHER PRINCESS WARRIOR

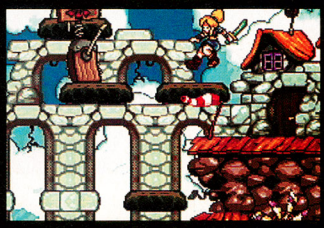
The title of TDK's original action adventure, Lady Sia, may not raise eyebrows, but the rich, anime-style graphics surely will. The excellent play control and huge stages should open a few eyes, as well. The game plays out like a side-scroller, but there's a lot of exploration along with the battles. Sia, a princess with magical powers and a fiery temper, must venture to and reconquer a mythical continent then discover the unknown continent of the T'soas. She'll battle the Beastmen with her sword and magic, collect gems and other objects and ride fantastic creatures. TDK plans to release Lady Sia for GBA early this fall. Until then, enjoy the gallery of screen shots we've put together for you.











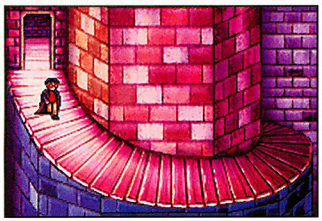
SIA YOU LATER...

N-SIDER NEWS

BREAKING NEWS IN THE WORLD OF GAMES

GAME BOY ABOARD THE HOGWARTS EXPRESS

Harry Potter and the Sorcerer's Stone is coming to Game Boy Color and Game Boy Advance this fall from EA Games. The magical world of J.K. Rowling's first novel comes to life in two separate versions. In the GBA Harry Potter, you'll enroll in the Hogwarts School of Witchcraft and Wizardry for



Harry Potter GBA

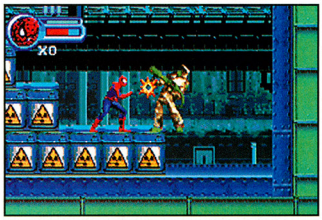
Harry's first year. Each term will bring about new challenges, from searching for Hagrid's runaway pets to exploring the maze of Gringotts. Hermione Granger, Ron Weasley and Neville Longbottom will join you in classes where you'll have to complete 29 skills, such as mixing potions for Professor Snape. In the GBC game, Harry must complete tasks, solve puzzles, learn spells, mix

Harry Potter GBC

potions and earn Experience Points. Using and trading Wizard Cards is a central theme in the adventure/RPG game. In fact, you'll have to trade with friends if you want to collect all the cards. Players will meet more than 100 characters from the book, including Professor Dumbledore and Draco Malfoy. Both games are being developed by KnowWonder for EA Games.

SPIDEY SENSE

It makes sense that Activision would bring the coolest crime fighter to the coolest video game system, Game Boy Advance. That's exactly what they're planning in **Spider-Man: Mysterio's Menace**. At E3, we had a chance to swing into action with the gorgeous side-scroller. Activision followed up by sending us exclusive pics. The story has Mysterio plotting to transform Manhattan into a virtual nightmare, but Peter Parker's alter ego won't make that easy. As the web-slinging, wall-crawling Spider-Man, players will battle Mysterio's minions. The graphics and play control, courtesy of the development team at Vicarious Visions, are good enough to eat. We think fans will gobble up the game when it's released this fall.



Spider-Man: Mysterio's Menace

ECKS AND WHO?

BAM! Entertainment has several highly recognizable games on the way for Game Boy Advance, including takes on **Dexter's Lab**, the **Powerpuff Girls** and the ***Driven***. movie, But another cinematic property, **Ecks vs. Sever**, hasn't been on the Hollywood radar. In fact, our contacts at BAM! don't even know if that name is going to stick for the movie or the game. The game, however, is an impressive display of 3-D engineering on Game Boy Advance. The textures in Ecks vs. Sever may not be as pretty as the textures in Majesco's **Dark Arena**, but the frame rate clicks along at high speed, giving players the feel of a real first-person shooter. Another little-known game is BAM!'s **Hot Potato**, a forced-scrolling puzzle game for GBA that will singe your fingers with hot action, lining up and blasting colored veggies. Your Game Watch editors also caught some action on BAM!'s two sports titles, **Sports Illustrated 4K Baseball** and **SI4K Football**. Both games use full 3-D engines and were quite playable even at an early stage of development. It's all on the way for GBA, due for release this fall.

Ecks vs. Sever

JURASSIC PARKS

Konami has not one, but three Jurassic Park titles scheduled for Game Boy Advance. The first, due this summer about the time the movie is released, is **Jurassic Park III: The DNA Factor.** On Isla Sorna, something is terribly wrong, as you're about to learn. Your job is to retrieve capsules of DNA that were

Jurassic Park III: The DNA Factor

aboard a crashed cargo plane. Needless to say, you're going to run into some wild dinos along the way. JP3: The DNA Factor is a side-scroller, but there's a top-view adventure on the way, as well, and coolest of all, Konami is working on a theme park simulation that lets you create your own Jurassic Park for fun and profit.

NAMCO MUSEUM

Namco is bringing back the good old days for today's GBA players. **Namco Museum** returns you to the golden age of quarter arcades with exacting recreations of **Ms. Pac-Man**, **Galaxian**, **Galaga**, **Dig Dug**, and **Pole Position**. The look, the sounds, and the controls are amazingly true to the original

GAME WATCH FORECAST

Namco Museum

games. Nostalgic gamers and fans of twitch action will have hours of fun with the collection. Better yet, Namco Museum should be available right now, and Namco has more arcade classics lined up for the future.

BREAKING NEWS

Universal Studios is back in the game business, and it's planning to release two titles for Game Boy Advance. **Crash Bandicoot** and **Spyro the Dragon** are scheduled to appear this fall on GBA. An early version of Spyro looks very sharp, and Crash for GBA is said to rival the PSX version of the game.

Another surprise announcement for Game Boy Advance is (**The**) **Sims** from EA Games and Maxis. One of the most popular PC titles of the past two years, (The) Sims is the brainchild of Will Wright, the creator of SimCity. Instead of running an entire city, though, your job in (The) Sims is to run a household. Now that's a real challenge.

Natsume, the maker of **Lufia: The Legend Returns** and **Harvest Moon**, announced that a Super NES franchise is coming to Game Boy Advance in an all-new adventure. **Pocky & Rocky** reunites Pocky (the hero) and his raccoon buddy, Rocky. The overhead-view adventure is full of action and superior graphics. Natsume has several other GBA projects in the planning stages for 2002.

Titus is also taking a stroll down Super NES memory lane with GBA titles including **Robocop** and **Prehistorik Man**. Both games look and feel very much like the originals. **KAO the Kangaroo** isn't based on an earlier Super NES game, but it did appear as a PC action title.

Luigi's Mansion

Nintendo

Wave Race: Blue Storm

Nintendo

GAME BOY ADVANCE

- ADVANCE WARS
- AERIAL ACES
- BANJO-KAZOOIE: GRUNTY'S REVENGE
- BREATH OF FIRE
- CAESARS PALACE
- DEXTER'S LABORATORY
- DIDDY KONG PILOT
- DISNEY'S ATLANTIS: THE LOST EMPIRE
- DK COCONUT CRACKERS
- DOOM
- DRIVEN
- ECKS VS. SEVER
- EUROSOCCER
- F-18
- FIEVEL: AN AMERICAN TAIL
- FINAL FIGHT ONE
- FIRE EMBLEM
- THE FLINTSTONES
- FORTRESS
- GAME BOY MUSIC
- GOLDEN SUN
- GOLF MASTER
- GT ADVANCE CHAMPIONSHIP RACING
- HARRY POTTER AND THE SORCERER'S STONE
- HIGH HEAT MLB 2002
- JIMMY NEUTRON
- JURASSIC PARK III: THE DNA FACTOR
- KAO THE KANGAROO 2
- LADY SIA
- LAND BEFORE TIME
- LEGO BIONICLE: TALES OF THE TOHUNGA
- LEGO ISLAND II: THE BRICKSTER'S REVENGE
- LEGO RACERS II
- M&MS: LOST IN TIME
- MARIO KART: SUPER CIRCUIT
- MAT HOFFMAN'S PRO BMX
- MEGA MAN BATTLE NETWORK
- MEN IN BLACK
- METROID IV
- MLB SLUGGERS
- MOMOTARO FESTIVAL
- MONSTER BREEDER
- MONSTERS
- NAMCO MUSEUM
- NFL BLITZ 2002
- NHL HITZ
- PAINTBALL
- PLANET MONSTERS
- POWERPUFF GIRLS
- PREHISTORIK MAN
- READY 2 RUMBLE BOXING: ROUND 2
- ROCKET POWER
- RUGRATS
- SABREWULF
- SCOOBY-DOO AND THE CYBER CHASE
- SHAUN PALMER'S PRO SNOWBOARDER
- SILENT HILL
- SPIDER-MAN: MYSTERIO'S MENACE
- SPONGEBOB SQUAREPANTS
- SPORTS ILLUSTRATED 4K BASEBALL
- SPORTS ILLUSTRATED 4K FOOTBALL
- STAR COMMUNICATOR
- SUPER DODGE BALL ADVANCE
- SUPER MARIO BROS. 3
- SUPER MARIO WORLD
- SUPER STREET FIGHTER II TURBO REVIVAL
- TACTICS OGRE
- TETRIS WORLDS
- (THE) SIMS
- TINY TOONS (2 TITLES)
- WARIO LAND FOR GBA
- WORLD WRESTLING FEDERATION
- X-MEN: REIGN OF APOCALYPSE
- YOSHI'S ISLAND
- YOSHI'S STORY

NINTENDO GAMECUBE

- 1080° SNOWBOARDING 2
- 18-WHEELER: AMERICAN PRO TRUCKER
- ALL-STAR BASEBALL 2002
- ANIMAL FOREST
- BATMAN
- BOMBERMAN
- CRAZY TAXI
- DAVE MIRRA FREESTYLE BMX 2
- DONKEY KONG RACER
- DUKE NUKEM FOREVER
- ETERNAL DARKNESS
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NINTENDO 64

- TONY HAWK'S PRO SKATER 2

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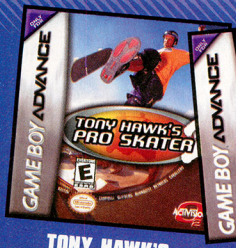

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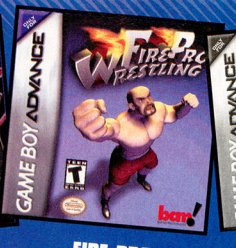

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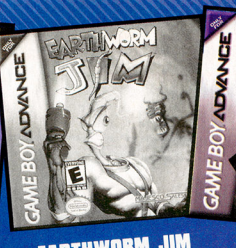

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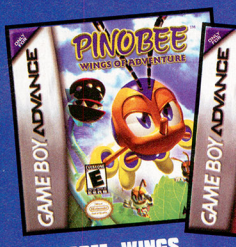

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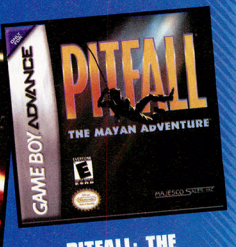

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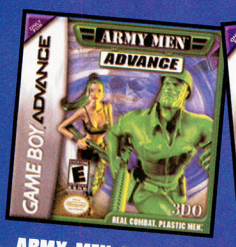

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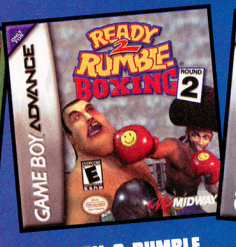

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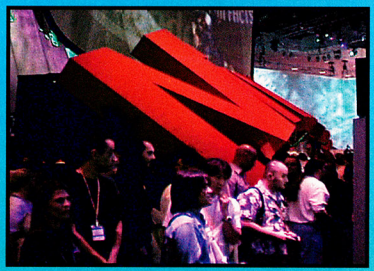
Nintendo ONLINE NP

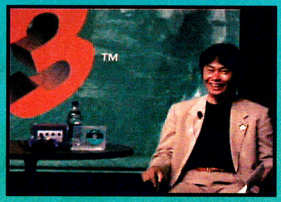
E3, L.A. and Nintendo.com

Several members of the Nintendo Online staff made their way from overcast Redmond, Washington to sunny Los Angeles, California in mid-May to post updates from E3, the biggest video game trade show of the new millennium, where the Nintendo GameCube made its debut. When he wasn't lounging by the pool, eating cheesepuffs at industry parties and rubbing elbows with the stars, online writer Andy Hartpence was delivering news from the show floor. His E3 journal reveals a day-by-day account of the trip.



Wednesday, May 16th: Although the show didn't start until Thursday, Wednesday was a big day for nintendo.com. At 10:30 am, Nintendo's executive vice president, Peter Main, hosted a special media event at the Biltmore Hotel with game designer Shigeru Miyamoto to unveil Nintendo GameCube and its all-star lineup of games. When the event ended at noon, we were ready to launch e3.nintendo.com to tell the world the news. We also sent out a special E3 announcement to Nintendo Power E-mail Newsletter subscribers. Everything went smoothly so there was time to relax a little and get ready for Nintendo's big party later that night.

Thursday, May 17th: On the first day of E3, we had the opportunity to play some Nintendo GameCube games before the show opened and the crowds arrived. After spending some quality time with Miyamoto's innovative game, Pikmin, we watched Peter Main deliver the keynote address in conjunction with representatives from Microsoft and Sony. After the event, we took pictures of Nintendo's booth to post on the E3 site and wrote a quick review of Pikmin, based on our playing experiences from earlier in the day. We also delivered a special E3 version of the Game Boy Advance newsletter.



Game designer extraordinaire Shigeru Miyamoto kicked off E3 by introducing Nintendo GameCube to a standing-room-only audience at the annual media event.

Friday, May 18th: Friday was all about Super Smash Bros. Melee. We hogged that game as long as possible, until we were kicked out of the Nintendo GameCube isolation booth. Later, we spoke to the resident Super Smash Bros. Melee expert and gathered enough information to write a detailed preview for nintendo.com.

Saturday, May 19th: The show was less crowded on the last day, so we took advantage of the extra space and explored the massive convention center in search of press releases about and screen shots of third-party Nintendo GameCube and Game Boy Advance games. We filled our Nintendo GameCube backpacks with tons of information from licensees and headed home to upload our post-E3 updates.

QUICK BYTES

POWER PLUG

When every issue of Nintendo Power hits newsstands and mailboxes, our online staff updates nintendopower.com with tips and movies that relate to the strategy articles in the current issue. The "NP" logo in the magazine indicates the featured tips. Games covered this month include Dragon Warrior III and Tony Hawk's Pro Skater 2 for GBA.

INPUT WANTED

At Nintendo Power, we know the value of listening to our readers. After all, the magazine is made for you. With that in mind, we'd like to ask you for your input, specifically in the area of the Nintendo Online article and the monthly online chats with Nintendo Power writers. Send your ideas for discussion topics to onlineinput@nintendo.com.

NEWS UPDATES

With a growing library of Game Boy Advance releases and the imminent launch of Nintendo GameCube, expect to hear a ton of breaking news from Nintendo this summer and fall. Your most accurate source for all information on Nintendo releases is nintendo.com. News items at the bottom of the homepage are updated as the news happens. Check it out!

HIT LIST

Pokémon fans rule cyberspace. Of all of the official Nintendo sites that are dedicated to an individual game or game series, the four sites that received the most traffic in April were Pokémon related. The Zelda Universe site broke the sweep by capturing the Number 5 spot.

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2. pokemongold.com
3. pokemonstadium.com
4. heyyoupikachu.com
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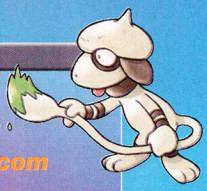

E3 HIGHLIGHTS

The news from E3 revealed a stunning number of Nintendo GameCube games in the works and an equally awesome lineup for Game Boy Advance. During the event, our online group managed to gather tons of game footage and conduct a number of interviews with the people responsible for Nintendo's great showing. It's not too late for you to experience E3 2001. Go to e3.nintendo.com to see it all for yourself.

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TONY HAWK'S PRO SKATER 2™

Tony completes the N64 combo.

Skating's superstar is set to send the venerable platform out with a bang in an admirable adaptation of Activision's Tony Hawk's Pro Skater 2. Edge of Reality's development team has been grinding out the game in secret for several months, and now its members are ready to tell all.

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Better. Faster. Sicker.

THPS2 boasts bigger skating venues, faster movement, more pro skaters and a better variety of level objectives. If that isn't enough to sell you on the game, then perhaps you'd like to build your own park or create your own skater. You can design your own skating space by dropping benches, walls, halfpipes and many other objects into an empty room. The feature guarantees fresh skating experiences—long after you've opened everything else in the game.

NINTENDO POWER

⚠ ATTENTION TONY HAWK'S PRO SKATER DEVELOPERS

Please take a moment to fill out our Nintendo Power Survey so we may better inform our readers about your forthcoming game. Please check all applicable boxes. Answers should be typed or clearly printed.

Section I—General Information

1. My name(s) and title(s) is/are:
David Bellhorn
(Project Lead/Lead Programmer)
Evan Bell (Programmer)

2. Development Company:
Edge of Reality

3. Is the game an adaptation?
☑ Yes
☐ No

4. Who developed the original game?
Neversoft

5. Who is publishing the game?
Activision

6. Which Tony Hawk's Pro Skater game are you developing?
☐ THPS
☑ THPS2

7. The game is for which of the following platforms:
☐ Game Boy Color
☐ Game Boy Advance
☑ Nintendo 64
☐ Nintendo GameCube
☐ Virtual Boy
☐ Other

8. When do you plan to release the game?
August, 2001

9. Does the game support a Two-Player Mode?
☑ Yes
☐ No
☐ Probably
☐ Don't Know

THPS2 adds a new type of move called the manual to your bag of tricks. Basically, manuals are wheelies that you can perform on flat ground.

Section II—Short Answer

(PLEASE ATTACH SCREEN SHOTS WHEN APPROPRIATE)

1. WHY SHOULD GAMERS BUY THPS2 IF THEY ALREADY HAVE THPS?

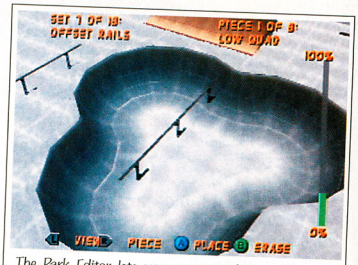
Neversoft was able to add many new features to THPS2 that are not available in the original game. For starters, there are eight brand-new levels to explore. Three new professional skaters (Steve Caballero, Eric Koston, and Rodney Mullen) were also added. On top of the signature tricks for these skaters, there are dozens of new moves the skaters can perform. Manual tricks have added a new dimension to combos by linking tricks over flat ground. The addition of Custom Skaters and the Park Editor help to greatly extend the fun of THPS2. You can create a skater to look like yourself. Imagine what it would be like to actually skate in parks of your own creation, or to bring the ultimate skateboarder to life. Next, you can head over to the Park Editor and build as many skate parks as you like. These two features give THPS2 almost infinite game play.

There are a few secrets you can unlock, too. The camera was brought closer to the skater to help the person playing the game feel as though they are inside the game. We have also been able to increase the details of the skaters. This includes the models, textures, and animations. With the camera closer, these improvements are more obvious.

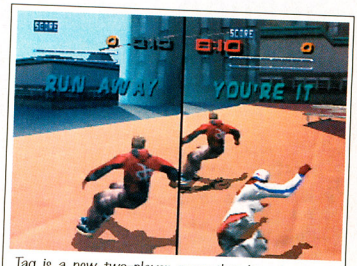
2. WAS THPS2 MORE CHALLENGING TO BRING TO THE N64 THAN THE ORIGINAL THPS?

A couple of the new features presented some interesting development challenges. First, we wanted to allow someone playing the game to create his or her own skater. This feature allows the skater's different statistics to be modified. Players can give their skaters increased balance during rail grinds, for example. Next comes the really difficult part, creating the skater's body. Rather than giving the player a standard set of skaters modeled after real people, the custom skater is put together by swapping different body parts. Your skater can have long hair and sunglasses, and wear cargo pants. The next custom skater can have a mohawk and camo pants, and be shirtless. You can even change the color of the skater's clothes.

The other large challenge we tackled was porting the Park Editor. This feature allows a player to choose one of several different types of empty levels then load the level into the game. They can fill the level with whatever ramps, pools, and other objects they want to skate on. After they are satisfied with the park, they can then load it into the game just like the normal levels. The custom park can even be saved onto a Controller Pak so players can show their friends what they've created.



The Park Editor lets you create and save your own dream parks. You can also create your own skaters.



Tag is a new two-player game that lets players chase each other down. You'll lose the game if you are "It" when time runs out.

3. IS THERE ANYTHING NEW AND INTERESTING ABOUT TWO-PLAYER MODE?

A Tag game was added for two-player games. This is very similar to the game of tag that children play. One skater starts out as "It" when the game begins. The other skater will in turn become "It" if the first skater tags him. Whoever is able to avoid being "It" when the time runs out is the winner. Of course, the two-player games Trick Attack, Graffiti, and Horse are in there from the original Tony Hawk game.

4. EXPLAIN HOW YOU UNLOCK LEVELS IN THE GAME.

You earned tapes for completing certain goals in THPS. After you collected a certain number of tapes, you could access more features in the game, such as new levels.

THPS2 has twice as many goals per level as THPS. The rewards are now different amounts of money instead of tapes. You collect the money just as you did the tapes in THPS. You need to earn a certain amount to move past your current skate park.

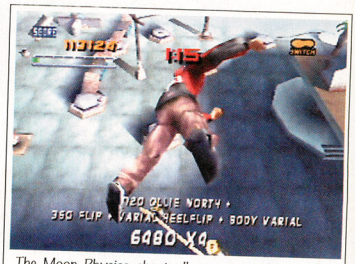
The big difference is that you can use the money you earn to purchase different items in the game, such as new boards with improved performance. Your money will also allow you to increase your skater's statistics. It's similar to the way you use a character's experience points in a typical role-playing game.

5. ARE THERE ANY INTERESTING CHEATS IN THE GAME? HOW DO YOU OPEN THEM?

The game does have secret characters. They can be unlocked by completing Career Mode with certain standard skaters. Some secret levels will also be unlocked through completing Career Mode and earning all gold medals.

Finishing Career Mode with the different skaters opens the majority of the cheats. Sim Mode makes the skaters behave as they would in the real world. The Wireframe cheat certainly makes the game look different. Using the Jetpack cheat will allow you to fly around above the level.

I think my favorite cheat is Moon Physics. When this cheat is turned on, the skaters act as if they are on the moon with much lower gravity. You can perform quite a lot of tricks when you stay in the air that long.



The Moon Physics cheat allows you to launch yourself high into the air. You'll be able to rack up massive scores.

Activate the Wireframe cheat to turn your skater into abstract geometry. It won't help you play any better, but it looks cool.

6. WHAT DO YOU THINK OF THE FINISHED VERSION OF THE GAME?

Everyone who has worked on the game is very proud of the end result. We put a lot of effort and time into creating innovative features like Custom Skaters and the Park Editor. It has really paid off to expand the game above and beyond the original version. The entire team has stayed after work just to play the game, so we know it is a lot of fun.

It's Darksliding Your Way

As in other versions of Tony Hawk's Pro Skater 2, there will be plenty of secrets and surprises to open in the N64 game—including an appearance by the star of another Activision game. Tony is set to ollie onto retail shelves in late August, so you'll be heading down the halfpipe before you know it. Look for our strategy review in next month's issue.

Start kicking out the specials with a tiny Tony in Activision's hot new GBA skater.

TONY HAWK'S PRO SKATER 2

EVERYONE E CONTENT RATED BY ESRB

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Hawk flies again

Look to Nintendo Power Advance for a comprehensive strategy review of THPS 2 for GBA. Look here for some red-hot cheats and a complete list of all the special tricks. It's possible to play through THPS2 without trying any of the special moves, but you'll have a lot more fun—and score more points—if you show off.

Twists on Tony Two

Activate the following codes by pressing the listed buttons while holding down the R Button. U,D,L and R correspond to Control Pad directions. S is the Start Button. You can activate the cheats on either the Main Menu screen or the in-game Pause Menu screen.

UUDDLRLRBAS (Main Menu)

Unlock your friendly neighborhood Spider-Man as a playable character. He starts out with modest stats and three very special moves.

BLUDLSS (Main Menu)

If you're feeling squeamish, you can turn off the blood animation by punching up this code on the Main Menu.

LASARSRUS (Pause Menu)

If nausea is your goal, enter this code on the Pause Menu for Disco Zoom. It causes the camera to zoom in and out continually.

RADBASDARD (Main Menu)

Turn Spidey's Wall Rides into wall odysseys with this cheat. It makes the webhead's deck cling to walls.

LUSUR (Pause Menu)

LUSUR advances the game clock to zero. It sounds lame, but it's useful when you want to complete an objective then exit the level.

SADBALLAD (Main Menu)

Turn blood and fire into a fiesta of color with the Happy Sparks cheat. Your grinds will never be the same again.

Spider-Man

Disco Zoom

Trick Tally

Each skater starts with three special moves—including one signature move. You can buy extra moves as you earn money, then assign them a button combination. You must max out your special meter before you can perform any of the listed moves.

Beni F-Flip Crooks

Grind — $5,250

The Beni F-Flip Crooks is technically a grind—but, as its name implies, a big flip is the meat of the move. Make sure you've got a little room in front of you before you try it.

The Big Hitter

Grind — $5,000

The Big Hitter requires perfect balance when performed in the real world. In THPS 2, all you have to do is press a few buttons to execute a spectacular, one-footed grind.

BS Hurricane

Grind — $4,250

Like its namesake, the BS Hurricane spins you around from a central point. To avoid disaster, make sure you have your speed up before you attempt the move.

BS Overturn

Grind — $4,250

The BS Overturn starts with a nose grind then shifts into a BS Boardside. Either move is easy enough on its own, but the combination without an ollie will earn you big points.

BS Rocket Tailslide

Grind — $4,500

The BS Rocket Tailslide is a grab-grind combination at a challenging angle. Like many of the special grinds, you'll need to build up plenty of speed in advance.

Casper

Manual — $4,750

The Casper may be hard on your deck, but it's also great for your score. The move flips your skateboard upside-down so you'll scrape along the ground.

Christ Air

Grab — $4,250

The Christ Air is easily one of the most spectacular special moves in the game. You'll actually grab your deck and hold it at arm's length while you're in the air.

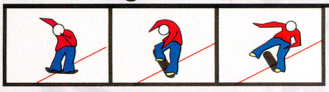
Double Hardflip

Flip — $3,750

The Double Hardflip flips your deck twice beneath your feet. The flips happen in quick succession so you'll have time to add at least one more trick to your combo.

The Fandangle

Grind — $4,750



The Fandangle is somewhat similar to the Big Hitter in that you balance your grind on one foot. You'll need to lift your right foot in front of you instead of swinging out your left foot.

Objectives

Each level—except for the competitions and the bonus level—has a 10-item checklist of tasks to complete. You'll need to complete at least a few of the objectives in every level to make enough money to open the next level.

High Scores

Each of the checklist levels has three target scores: High Score, Pro Score and Sick Score. Rack up lots of combo points to hit the milestones. You may need to build up your stats then return to early levels to rack up Sick Scores.

Collect S-K-A-T-E

The letters S, K, A, T and E are scattered throughout each checklist level. You'll usually need to perform some sort of trick to reach them. You'll often find the letters atop ramps and hovering over rails.

Destroy Barrels

Some levels have barrels or boxes you'll need to destroy. In most cases, the objects are in fairly obvious locations. You should have little difficulty finding them within the time limit.

Fingerflip Airwalk — Grab — $4,000

The Fingerflip Airwalk allows you to pass the board under your feet and simultaneously "walk" around it by kicking your legs out.

Freestylin' — Manual — $6,000

Freestylin' is the most expensive move of the bunch—and with good reason. You can generate a massive number of points by juggling your deck like a soccer ball between your feet.

FS 540 — Grab — $4,750

The FS 540 makes you look as if you are rolling around inside an invisible cylinder. It looks particularly cool when you use it to spin around a curved wall.

Ghetto Bird — Flip — $5,500

The Ghetto Bird flips and rotates your deck, then shifts your body with the board so you face the other direction in midair.

Half Flip Casper — Flip — $4,750

Like the Casper manual move, the Half Flip Casper puts you on the underside of your deck—albeit briefly.

Hardflip Late Flip — Flip — $3,750

The Hardflip Late Flip combines a big flip at the beginning of the move with a short pause then another flip.

Heelflip Darkslide — Grind — $5,750

An expensive and spectacular move, the Heelflip Darkslide flips your deck upside-down so you can grind backward.

Hospital Flip — Flip — $4,750

NP The Hospital Flip is so named because it turns you almost upside-down as you flip your deck. Make sure there is plenty of room between you and the ground when you try it.

Indy Backflip — Grab — $5,750

Perform a full vertical rotation with the Indy Backflip. It's quick enough that you can throw in a kickflip or two for a nice combo.

Indy Frontflip — Grab — $5,500

The Indy Frontflip is just like the Indy Backflip, except that you rotate forward rather than backward.

Objectives

Collect Wings

You'll often find collectable objects hovering in the air like the S-K-A-T-E letters, and, like the S-K-A-T-E letters, you'll need to perform grinds and ollies to reach them.

Hangtime Gaps

There are Hangtime Gap objectives on many levels. You'll need to ollie over half pipes and other spans. Look on the Gaps Checklist on the Options Menu to identify other gaps on the different levels.

Secret Tapes

The Secret Tapes aren't always secret, but they're usually pretty hard to reach—like the high-altitude Warehouse tape shown above. Sometimes you'll need to find a secret area to locate a Secret Tape.

Laser Flip — Flip — $4,500

The Laser Flip may be one of the less impressive flip moves, but it will still earn you a ton of points if you manage to work it into a big combo.

Mute Backflip — Grab — $5,750

The Mute Backflip is similar to the Indy Backflip but ends up looking more impressive in replays because you let your arm hang out as you execute the move.

Nosegrab Tailslide — Grind — $4,250

Tailslides look good on their own, and you can really impress people if you pull your deck a little closer to vertical with a Nosegrab Tailslide.

Nosegrind to Pivot — Grind — $4,500

Nosegrind to Pivot is exactly what it sounds like—you start with a Nosegrind then pivot into a backward Nosegrind.

One Foot Bluntside — Grind — $4,750

The One Foot Bluntside is like the Fandangle, except that you pull your inside leg behind your balancing leg instead of sticking it out in front of you.

One foot Japan — Grab — $5,000

The One Foot Japan is another quick grab move that allows for big combos. You kick out one leg and pull the deck toward you while bending your other leg.

One Foot Nose Manual — Manual — $5,250

By itself, the One Foot Nose Manual will not earn you very many points, but it's a nice move for connecting, say, a grind and a flip move for a major combo.

One foot Smith — Grind — $3,750

The One Foot Smith is a good-looking variation on the one-foot grind. Despite its low price, the move yields big point totals.

Racket Air — Grab — $5,000

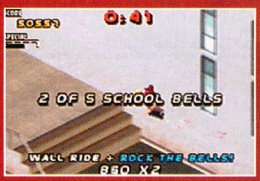
It's fun to play chicken with the cement by holding the Racket Air as long as you can, but the game may not have a happy ending—unless you're playing in the easier Kid Mode.

Sacktap — Grab — $5,000

The biggest difference between the Racket Air and the Sacktap is your position in the air when you perform the trick. You face the ground during the Sacktap.

Objectives

Wall-Ride the Bells



The level objectives are usually tailored to suit the theme of the skating venue. The School II level, for example, has five bells on the outside of buildings that you are required to wall-ride. To wall-ride, approach a building at an angle, then hit A.

Ollie the Hydrants

Perspective plays a critical role in many of the level objectives. The hydrants on the New York level, for instance, are easy to spot but hard to hit. They appear to be on the ground, but they are actually hovering at eye level.

Big Grinds

If you spot a crazy rail that looks difficult to grind, the odds are you'll have to grind it to complete an objective. In most cases, you'll need to grind almost the entire rail to fulfill the objective requirements.

Triple Heelflip — Flip — $4,750

If you are already familiar with the heelflip, then it doesn't take much imagination to envision what the Triple Heelflip looks like. Okay, it's three heelflips in a row.

Triple Kickflip — Flip — $3,750

The Triple Kickflip is completely different from the Triple Heelflip in that it costs a thousand dollars less. Think about all the stuff you could buy with a thousand dollars.

Signature Moves

Some moves are not available at any price—you have to enter the game with them. Except for the Kickflip 1 Foot Tail, each move is exclusive to a specific skater.

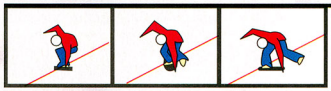
Hang Ten — Grind — Cabellero

Go on a surfin' safari with Steve Cabellero's Hang Ten grind, a precarious move that will ring up a big point total if you hold it long enough.

Kickflip 1 Foot Tail — Flip — Thomas, Glifberg

The Kickflip 1 Foot Tail is such a great move, Rune Glifberg and Jamie Thomas both claim it as a signature trick. As the name implies, one of your legs will hang off the deck during the trick.

Madonna Tailslide — Grind — Steamer



The other pros wish they had Elissa Steamer's slick contortionist grind in their trick bags, but the game's lone female has it all to herself.

Nollieflip Underflip — Flip — Mullen

You can add some spin to Rodney Mullen's Nollieflip Underflip—and most other flip moves—by holding down Left on the Control Pad.

Pizza Guy — Grab — Koston

Eric Koston will hoist his deck up like a pizza pie when the trick is executed correctly. It requires plenty of altitude.

Rowley Darkslide — Grind — Rowley

When you invent something, people have a tendency to name it after you. When you flip over your deck and grind a rail, they call it the Rowley Darkslide.

The 900 — Grab — Hawk

Perhaps the ultimate signature move is one that only you can perform. The Hawk is the only human being who can spin 900 degrees in one jump.

Objectives

Roll Call Rails

The Roll Call Rails on the School II level is a good example of how some objectives are vague. There are many rails in the schoolyard, but only three of them—including one on top of a building—qualify as Roll Call Rails.

Wrangle the Cow

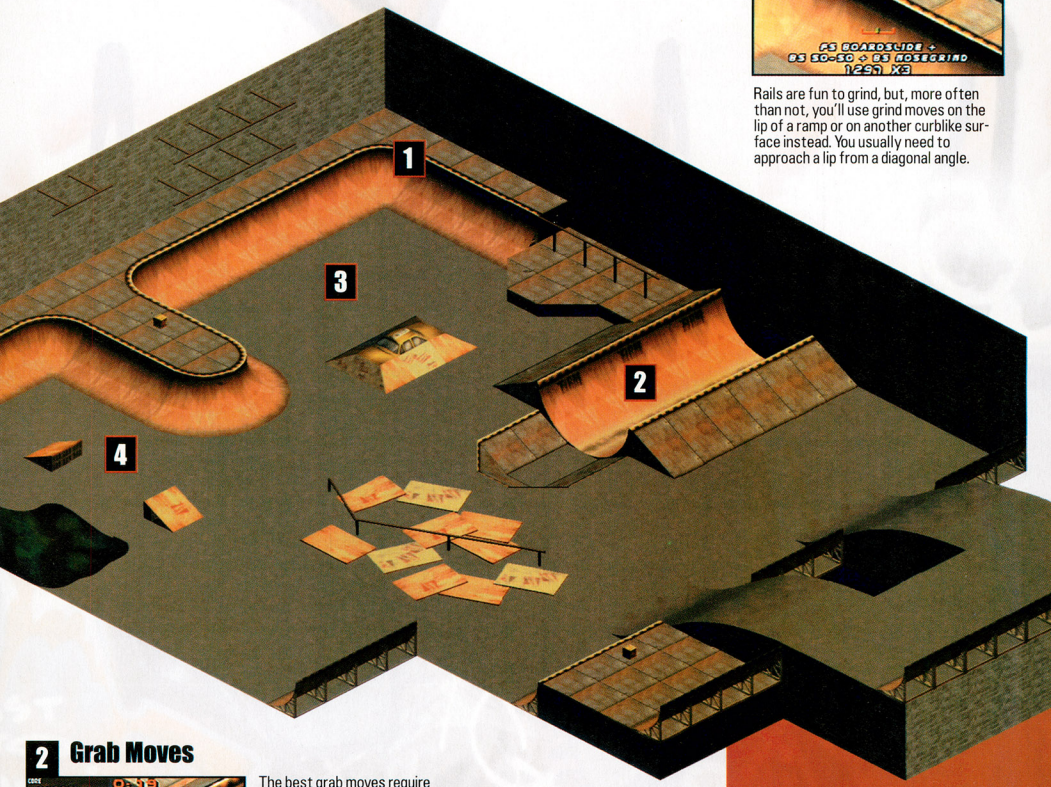
Speaking of vague, you may wonder what "Wrangle the Cow" means on the New York level. You'll need to ollie diagonally over the cow in two different directions and grind across its back to fulfill the objective.

100% Goals & Cash

The final objective on all the levels is to complete one of the previous nine objectives. It's a little bonus for obsessively crossing things off your list.

Synthesized For Skating

Every skating venue in THPS2 is loaded with ramps and grindable surfaces so you can show off your skills. The Warehouse, shown below, provides excellent examples of the general features found in all the courses.



1 Grinding

Rails are fun to grind, but, more often than not, you'll use grind moves on the lip of a ramp or on another curblike surface instead. You usually need to approach a lip from a diagonal angle.

2 Grab Moves

The best grab moves require a lot of air, so you should use steep ramps and half-pipes to build up speed and altitude. Try not to run out of ramp on a trick run. A crash will bring your special meter back down to zero.

3 Manuals

Manuals are best used near a ramp so you can use them to start a combo. Don't hold a manual too long before you ollie into a different move.

4 Flip Moves

You can perform flip moves on vert ramps, but they usually look better when you use them during gap jumps.

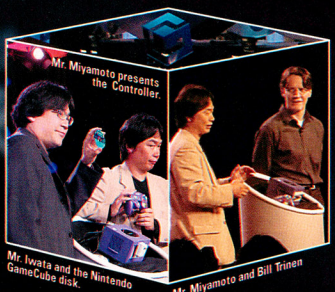
Sick Surprises

You can open most of the skating venues in THPS2 quickly once you get the hang of the controls, but it will take you a long time to unlock everything in the game—not that you need a reason to hop on your deck and have some fun. And if you need a helping hand getting through the game, check out our comprehensive coverage in NP Advance.

E3 2001: NINTENDO GAMECUBE'S DEBUT STEALS THE SHOW!

The Electronic Entertainment Expo featured the debuts of some of the most highly anticipated consoles ever: Game Boy Advance and Nintendo GameCube. It also featured Sega's bow as a cross-platform development house. Every day, Nintendo's booth was packed with people waiting hours to try the Nintendo GameCube games.

Game Boy Advance units hooked up to a Nintendo GameCube as Controllers.



Mr. Iwata and the Nintendo GameCube disk.

Mr. Miyamoto and Bill Trinen

The Pokémon Card-e Reader.

WORTH THE WAIT: THE NINTENDO GAMECUBE

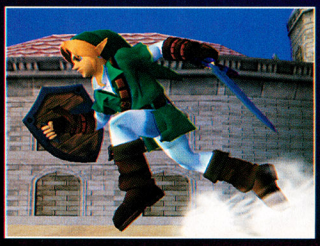
From the second the doors opened to the moment they closed, Nintendo's booth was flooded with people vying to wrap their hands around the ultracomfortable Controllers and play a Nintendo GameCube (GCN) game. Many people crowded around the dozens of game stations after they'd had a chance to play the games, content to watch. No other booth at E3 was nearly as busy as Nintendo's, and the excitement lasted for the entire show. Once you have a look at all the stunningly beautiful games, you'll understand why all those people spent hours waiting in line at Nintendo's booth.

Super Smash Bros. Melee

Everything you loved in Super Smash Bros. is even better in Melee. The game's incredible speed, improved graphics, insane arenas and interesting single-player mode are completely intense. E3 attendees couldn't get enough of the amazingly fast and fun fighting game.

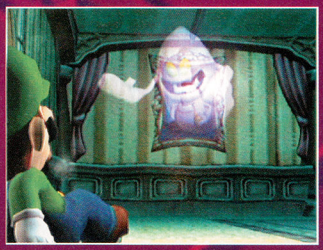
Each time a new character took the screen (in a video of Super Smash Bros. Melee), the crowd cheered and laughed with genuine glee . . . listening to everyone freak out made me feel like I was experiencing something special.

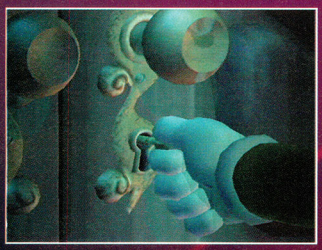
-Andy Hartpence, Online Writer, Nintendo



Luigi's Mansion

The cartoony creepfest looks simple, but you'll quickly realize that solving puzzles while catching ever-larger numbers of ghosts is pretty scary stuff. The innovative control system uses the two sticks to control Luigi's movements, making it very easy to back up, spin around or shine a light at a ghost.

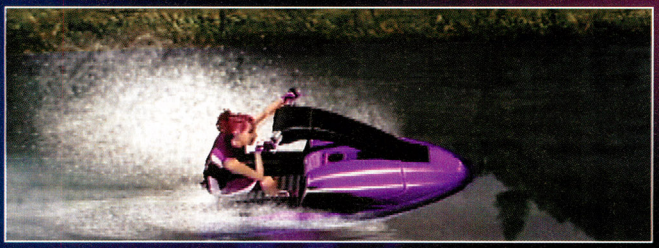




"At EAD, there are many people doing various experiments with the technology... we are going to incorporate more sophisticated ideas because now we have the power of the Nintendo GameCube."
-Shigeru Miyamoto, Director and General Manager, EAD

Pikmin

The quiet genius of Pikmin is its ability to draw players and observers into the game so deeply that they react emotionally to what happens to the tiny, plant-like creatures. As E3 attendees passed the Controllers on, they stayed to help the next player understand the game.



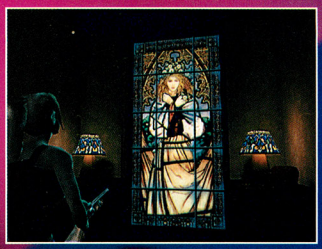
Wave Race: Blue Storm

As odd as it sounds, you can see the difference between Wave Race: Blue Storm and other water-racing games from its beautifully realistic water-washing-over-the-writing-in-the-sand logo alone. Once you try the game, the stunning water effects and true-to-life movement will leave you gasping for air.

"If you thought the water looked good on the N64 version of Wave Race, the Nintendo GameCube version will blow you away. I thought I was riding real waves. -Tom Ham, Contributing Editor, Washington Post

Eternal Darkness

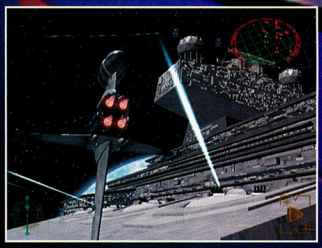
Players who dared to toy with Eternal Darkness found that it's sometimes best to fight your own battles—that is, if you don't want to run the insanity meter so high that you lose your mind. The game's intricate story line and complex puzzles were merely hinted at in the E3 demos, which definitely drove attendees crazy.



Silicon Knights tries to balance game play, art, story, technology and sound on all levels to try to create a perfect aesthetic experience—to engage and immerse people to the point where they forget about everything. -Denis Dyack, President, Silicon Knights

Star Wars: Rogue Leader

Some of the longest waits in Nintendo's booth were for the few stations playing *Star Wars* : Rogue Leader Rogue Squadron II. The game is so cleanly animated, it looks and feels like playing a movie. Some players remarked that it looked better than a movie.



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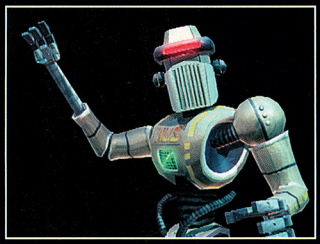
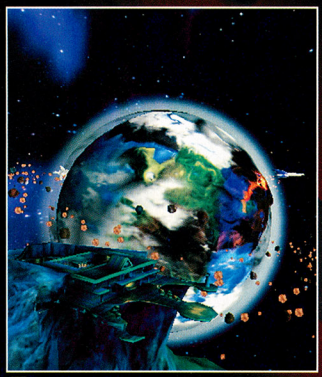
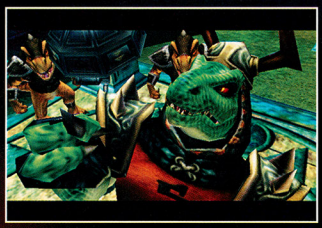
Star Fox Adventures: Dinosaur Planet

Star Fox Adventures: Dinosaur Planet is a different kind of adventure for the star fighting fox. Visitors to Nintendo's booth were surprised to find the hero fighting with the help of a small dinosaur companion on a strange, monster-ridden planet.







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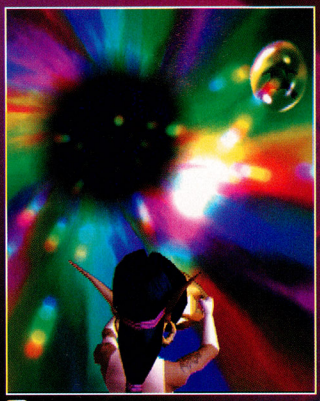
Possibly the coolest thing about this show was the universal GCN buzz, and the fact that there was no single standout game. Literally all of the games displayed were mentioned by someone as "the best game in the Nintendo booth." -Ken Lobb, Executive Producer, Nintendo

Kameo: Elements of Power

While the idea of catching monsters to use in battle is not new, the way it is implemented in Kameo: Elements of Power certainly is. After the creatures are trapped by a mystical weapon—a challenge in itself—Kameo can possess them and use their powers as her own. The animals can also fight alongside her.



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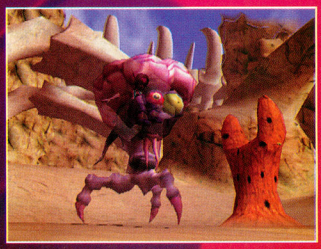
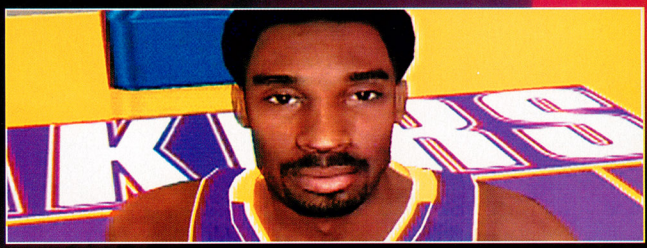
NINTENDO GAMECUBE™

The improvements to the Controller make my fingers happy. No more giant, clunky Controller—and two joysticks! Hurray!
-Sonja Morris, Production Manager, V-Design



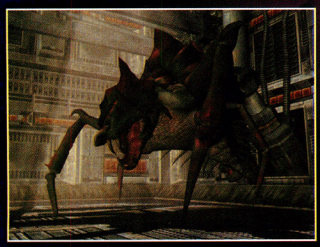
NBA Courtside 2002

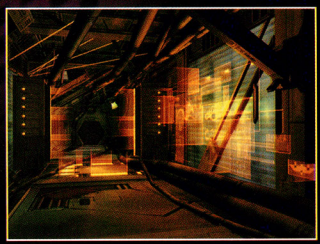
Most visitors to Nintendo's booth didn't have the luxury of time to get into the incredibly deep sim aspects of NBA Courtside 2002. No matter—the excellent play control, detailed graphics and fluid character animation made even pick-up games exceptionally satisfying.



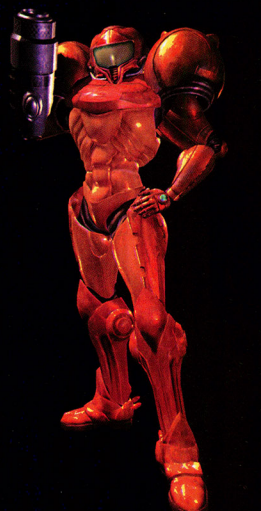
Metroid Prime

Some games were shown at E3 only as part of a few video presentations. And while it was not playable on the show floor, Metroid Prime still received a huge round of applause when scenes from the game were shown. Clearly, everyone is eagerly awaiting Samus Aran's next adventure.





For Nintendo, it's all about friendly, fun and unique playing experiences. Virtually all of the games in Nintendo's booth were intuitive, and easy to play and get into. -Dan Owsen, Online Manager, Nintendo



Animal Forest

Like Metroid Prime, Animal Forest was shown only in video form. The unusual communication game allows players to build a character and his or her assets while living and working in an animal-populated town.

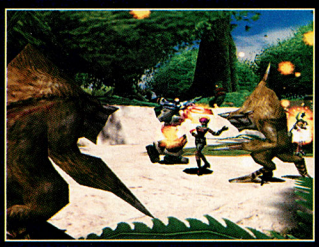
If you wanted to see something other than sword-and-sorcery, shooting or racing games, the Nintendo booth was the place to be this year.
-Drew Williams, Writer, Nintendo Power

Raven Blade

The new RPG, Raven Blade, was not present on the floor, but it was part of the same video presentation that also featured Metroid Prime and Animal Forest. The brief clip definitely piqued the interest of many observers.

Phantasy Star Online

A very early build of Phantasy Star Online was playable in Sega's booth. The game looked much like the Dreamcast version of the game but without any slowdowns or flicker. Phantasy Star Online is sure to shine brighter, however—the version shown at E3 had been worked on for only one month.



Super Monkey Ball

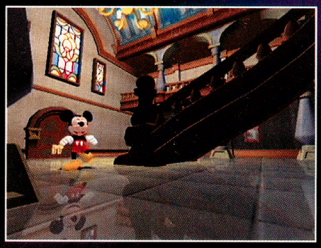
Sega's silly, skill-testing game, Super Monkey Ball, made everyone who tried it laugh out loud. The game had a hard-to-put-down appeal to it. Players must move a monkey that rolls inside a ball around many mazes with tilting platforms and tons of obstacles, all while collecting bananas for bonus points.

Games like Monkey Ball are the reason I like video games—you get to do something you could never do in real life. Guiding a monkey inside a plastic ball through all sorts of bizarre landscapes is a pretty goofy example of that, but an example nonetheless. -Jennifer Villarreal, Writer, Nintendo Power

Disney's Mickey for GCN

As another of the games shown at E3 in video form only, Disney's Mickey for Nintendo GameCube impressed the crowd with its amazing graphics and intriguing settings. Mickey Mouse is no stranger to Nintendo systems, so it's only fitting that he make an appearance on GCN as well.

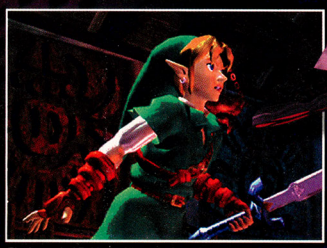
© Disney



More to Come

Many more Nintendo GameCube games were announced during or just after E3. In addition to Super Monkey Ball and Phantasy Star Online, Sega will be releasing Virtua Striker 3 and at least seven more games for GCN. Activision has promised Tony Hawk Pro Skater 3 and Spider-Man (the movie) for GCN, while EA will bring hits such as SSX Snowboarding, NBA Street Basketball and Madden NFL 2002 to the system. Acclaim has promised several titles for the console, including Crazy Taxi, All-Star Baseball 2002, NFL Quarterback Club 2002 and more. Even Nintendo and its second parties have games like The Legend of Zelda, Mario Kart, Donkey Kong Racing and other unannounced titles in development. The GCN's future looks very, very good.

Donkey Kong Racing



The Legend of Zelda for Nintendo GameCube

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Game Boy Advance

Good things are in store for the Game Boy Advance too. Many amazing games were shown and talked about at E3 2001. The games pictured are just a few of the many games in Game Boy Advance's future. Handheld gamers have never had it better!

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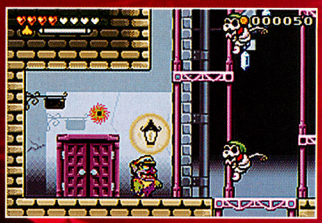

Wario Land for Game Boy Advance (Nintendo)

Advance Wars (Nintendo)

Donkey Kong Coconut Crackers (Nintendo)

Diddy Kong Pilot (Nintendo)

Sabre Wulf (Nintendo)

Pac-Man Collection (Namco)

Namco Museum (Namco)

Spider-Man: Mysterio's Menace (Activision)

Dark Arena (Majesco)

LEGO Bionicle: Tales of the Tohunga (LEGO)

Driven (BAM)

Sonic the Hedgehog Advance (Sega)

Disney's Atlantis: The Lost Empire (THQ)

Power Rangers: Time Force (THQ)

Miyamoto Rocks

Nintendo Power and Nintendo.com staffers presented Shigeru Miyamoto with one of the custom-built Zora guitars created for a Nintendo Power contest. Upon seeing the guitar case in the corner, Mr. Miyamoto joked, "What is that, a Zora Guitar?" Imagine his surprise when he found out that's exactly what it was, and it was his to keep!

Just the Beginning

The year 2001 is the dawn of a new era for Nintendo. Two new systems—Game Boy Advance and Nintendo GameCube—and dozens of new games are destined to change the way we look at (and play) video games. The long lines and crowded game stations at Nintendo's booth were just a preview of the drama and excitement to come.

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Castlevania®

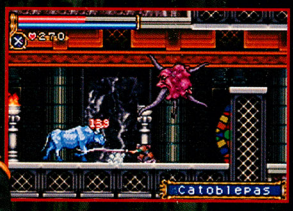
Circle of the Moon™

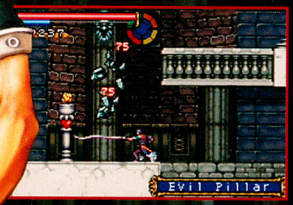
©1986-2001 Konami & KCE Tokyo

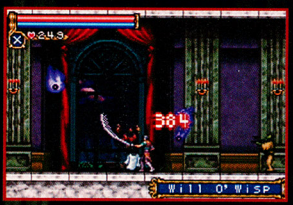
TEEN T CONTENT RATED BY ESRB

Mild Violence
Animated Blood

Because there is much at stake throughout Konami's Castlevania: Circle of the Moon, players may choose to avoid the difficult but rewarding Battle Arena. You don't have to conquer the Battle Arena to reach Dracula, but if you do brave the enemy-filled area, you'll leave with a very special prize that will make the rest of the game a little easier.



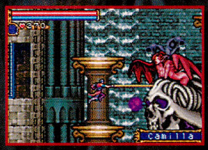




Nintendo Power Advance Review

Pick up the first issue of Nintendo Power Advance to read more about Castlevania: Circle of the Moon. The strategy for most of the game, with the exception of the Battle Arena, is covered in a 23-page review in Nintendo Power Advance.

Moonstruck



Castlevania: Circle of the Moon is an immense and intense game for the Game Boy Advance. Nintendo Power Advance has detailed strategy to help vampire hunters reach Dracula and defeat him.

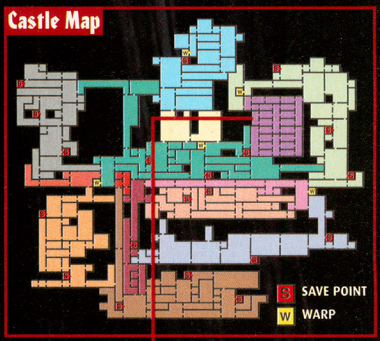
The Battle Arena

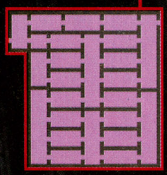
The incredibly tough Battle Arena is unlike any other area in the game. Your Mind Power is stolen, and you can't use the Dual Setup System (DSS) cards to help you conquer the hordes of ghastly creatures that fill the arena. However, if you manage to emerge victorious, a fabulous prize will be yours.

Arena Rules

Once you have entered the arena, you will lose the ability to use the DSS and all of its mighty power-ups. You aren't supposed to be able to leave the arena, either—but you can escape.

Castle Map



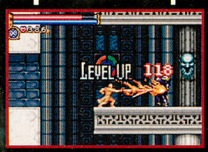


The Battle Arena is a series of small rooms connected by shafts. You must rely on skill rather than power inside the area.

Prepare for Battle

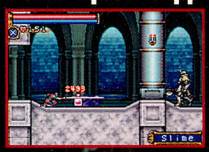
Your fighting skills are put to the test inside the Battle Arena. You might not be ready to overcome the challenge the first time you approach it. Make sure you have prepared yourself before you walk into the arena.

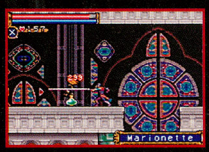
Experience Required



It's important to fight many monsters to raise your level. Only the most skilled vampire hunters should attempt the Battle Arena before they've reached Level 50.

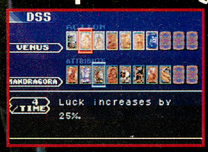
Stock up on Supplies





You won't find many Antidotes or Curse Cures in the Battle Arena, so be sure to collect 10-20 of each. Defeat enemies to pick up Antidotes and Curse Cures.

Pick up Potion Highs



Use the DSS cards Venus and Mandragora to increase your Luck, then search for the HP-restoring Potion Highs in areas like the Observation Tower. Collect 25 to ensure your survival in the arena.

All Hearts

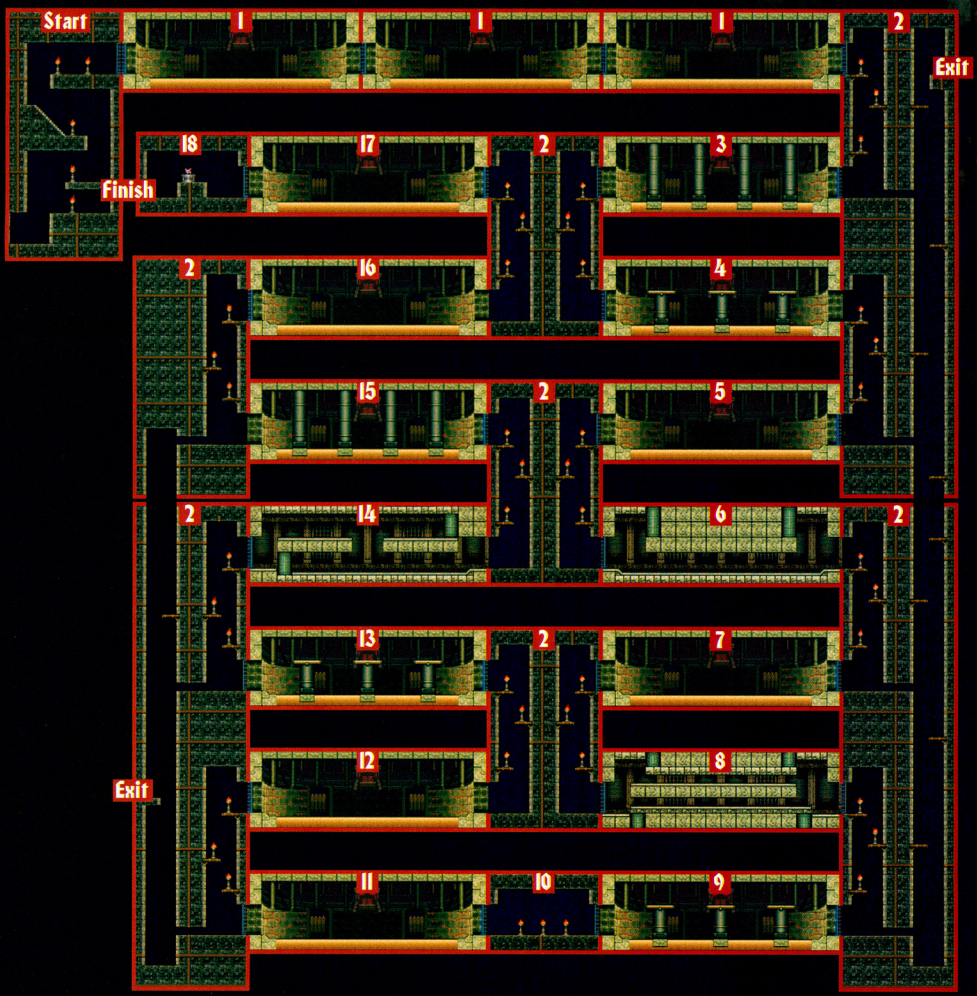
Before you go near the arena, be sure to collect as many Hearts from enemies and candles as you can carry. Use the Venus and Manticore cards to double the number of Hearts you receive.

Conquering the Battle Arena

The Battle Arena is not huge, but it is very difficult. You must defeat every enemy in each room before you can move on to the next room. To earn the reward, you have to finish the entire arena in one try—if you run out of HP or leave the arena, you'll have to start the whole thing over. If you have enough helpful items and Hearts, you should make it through the arena.

Choose Your Secondary Weapon

As you climb up to the entrance of the Battle Arena, you can whip each of the candles to reveal a different secondary weapon. The Boomerang is an excellent choice—it deals a lot of damage.

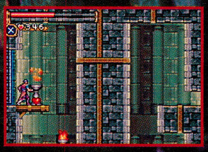


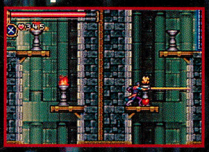
1. The First Three Rooms

The Battle Arena starts out rather easy—a few cracks of the whip and some well-placed Boomerangs are all it should take to defeat the enemies. Stay away from the Catoblepas's snorts.

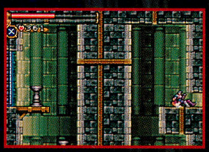
The Witches and Wind Demons attack from the air. Jump up to toss the Boomerang at them then duck and jump to avoid their attacks. It takes only a few hits to defeat them.

2. Safe Zones and Escape Routes





The shafts that connect the rooms do not contain enemies, so you can consider them safe zones where you can pick up a few Hearts.



In some of the safe zones, there are escape routes. Slide into the short openings if you want to leave the Battle Arena.

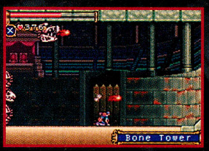
3. Devil Towers and Stone Armors

If you time it correctly, you should hit all three heads on the Devil Tower with one jump and a crack of the whip. Avoid the stones the Stone Armors throw, or stop the stones with your spinning whip.

4. Skeletons

Slide into the Skeletons on the ground by pressing Down and A or toss the Boomerang at them. Jump up and whip the Skeletons on the higher platforms.

5. Flame Demons and Bone Towers

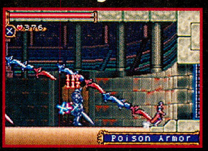


The Boomerang is the best weapon to use against the Flame Demons and the Bone Towers. Jump up and toss the Boomerang at the demons, then dodge their attacks.

6. Fox Hunters

It is very easy to avoid the Fox Hunters' attacks. Simply duck when they shoot arrows at you, then whip them from the crouching position. You can also slide into the Fox Hunters to destroy them.

7. Bloody Swords and Poison Armors



Toss the Boomerang at the Poison Armors, then attack the Bloody Swords with your whip. Use your stored Antidotes when you're poisoned—you can't afford to lose too many HP.

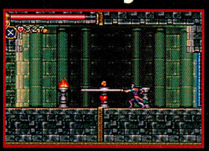
8. Abiondargs

If you want to progress quickly through the Abiondargs, you can slide into them. Otherwise, stand next to the platforms they're slithering around and whip them, one at a time. They won't attack you.

9. Legions and Marionettes

The Legions and Marionettes both have the power to curse you, which leaves you unable to attack. Toss your Boomerang, then get out of the way. Use your Cure Curses if you need them.

10. Halfway Point

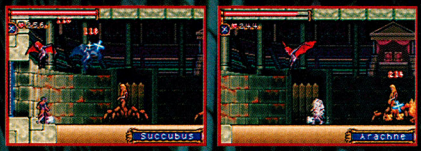


The room with three lamps marks the halfway point. Check your supplies so you know how much damage you can take in the second half of the Battle Arena.

11. Minotaurs

Toss the Boomerang at the Minotaurs, then jump as their battleaxes fall to avoid their powerful attacks. Don't take on too many Minotaurs at once, or you will take a lot of damage from their staggered attacks.

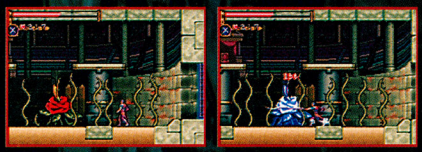
12. Succubi and Arachnes



Stay away from the web-spitting Arachnes—if you toss the Boomerang from afar, you should be safe. Jump up, then toss the Boomerang at the Succubi, and try to avoid them when they fly down at you.

13. Demon Lords and Alraunes

If you stand very close to a Demon Lord, it will not harm you and you'll be able to attack it. Other Demon Lords' attacks might hit you, however, so be careful.

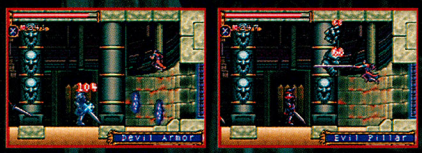


Alraunes take the most damage when you attack from a relatively close position. Attack when the nymph emerges from the flower. Stand between the thorny vines so you don't get pricked.

14. Hyenas

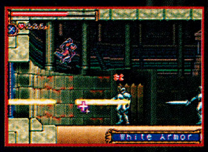
Drop down between the two packs of Hyenas, then slide into each set of four. You can't duck their attacks, so try to slide into them as quickly as possible.

15. Evil Pillars and Devil Armors



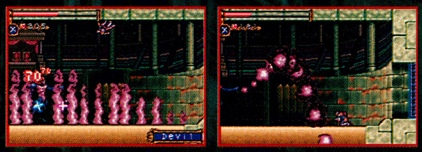
Toss the Boomerang at the Devil Armors, then jump in the air to avoid their attacks. Snap your whip at the Evil Pillars while you're still in the air to destroy them.

16. White Armors



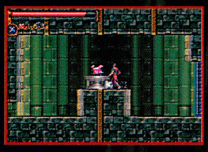
Hurl the Boomerang at the White Armors. Avoid the laser beams from the White Armors' swords by jumping when you see the enemies raise their swords.

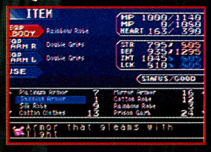
17. Devil



Toss the Boomerang so it changes direction on top of the Devil—while it does, it will keep damaging the enemy. Jump to avoid the Devil's foggy purple attacks.

18. The Prize: Shining Armor





The Shining Armor dramatically raises Defense and slightly improves Strength. It does lower Luck and Intelligence, but for areas where Defense is critical, it's a good item to have.

Full Circle

The Battle Arena is a challenging addition to an already tough side-scrolling adventure. If you choose to enter the arena, your skills and stamina will be put to the test. The higher your level, the easier the arena will be for you—and if you have plenty of supplies, you should be able to triumph over the monsters and pick up the excellent Shining Armor.

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THE COMBO-KICKING CAST OF CAPCOM'S STREET FIGHTER II MUSCLES ITS WAY ONTO GBA WITH SUPER STREET FIGHTER II TURBO REVIVAL!

SUPER STREET FIGHTER® II TURBO REVIVAL

Sonic Boom! Street Fighter II is on its way to GBA, featuring 16 world warriors.

THE SERIES THAT DEFINED THE FIGHTING GAME GENRE IN THE '90S BLASTS INTO THE 21ST CENTURY WITH A SONIC BOOM. SUPER STREET FIGHTER II TURBO REVIVAL FOR GAME BOY ADVANCE FEATURES 16 SF II FIGHTERS IN TOURNAMENT AND HEAD-TO-HEAD LINKED PLAY. IT'S GOT ALL OF THE SPECIAL ATTACKS AND A CONTROL SCHEME CUSTOM-MADE FOR THE GBA.

By air and by land, the classic Street Fighter II characters fight using a wide variety of battle techniques.

WHEN STREET FIGHTERS COLLIDE

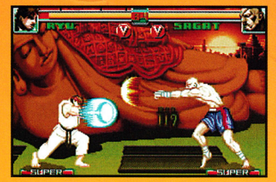
Super Street Fighter II Turbo Revival combines all of the best features of the Super NES Street Fighter II releases and packs them into the GBA's powerful portable package. Nintendo's history with the series goes back to the Super NES release of arcade hit Street Fighter II: The World Warrior in 1992. It featured eight big player-controlled fighters and four computer-controlled bosses. Street Fighter II Turbo: Hyper Fighting followed it in 1993. The game introduced fast-paced turbo battles to the series and allowed players to take control over the four bosses. In 1994, Super Street Fighter II: The New Challengers brought Fei Long, Dee Jay and two other new fighters onto the scene. Super Street Fighter II Turbo Revival is the ultimate combination of those games, featuring turbo action and 16 fighters.

BRAWLERS ABROAD

In the single-player arcade tournament, you'll take the fighter of your choice through a lineup of 10 international battles that leads to a final clash with criminal kingpin M. Bison. With the exception of the ultimate battle with Bison, the road to victory is different for every fighter. Battles are best-of-three matches. When you win once, you earn a Victory symbol. When you win again, you win the match and move on to the next battle. Occasional bonus stages give you a chance to prove your fighting skills in a different arena, breaking barrels instead of bones.

There are 16 worldwide battle arenas—one for each tournament participant. You'll make your way through a total of 10 locations as you go.

Bonus stages offer a change in targets. If you complete a bonus stage with perfection, you'll earn a ton of points.



Every fighter goes up against opponents who figure into that fighter's individual story, as is the case with Ryu and Sagat.

The four fighters who made their debut in Super Street Fighter II return for the revival.

BATTLE BELLS AND WHISTLES

The Street Fighter II series fought its way to the top of the video game world with fast and fun game play and a wide variety of spectacular fighting moves. Earlier versions of Street Fighter II featured punches and kicks of three types (light, medium and hard). Because of the GBA button layout, Super Street Fighter II Turbo Revival does not allow for light kicks and punches, but all of the special attacks and super attacks are included. The Turbo feature lets you play the game at four levels of intensity. At each increased turbo level, the attacks are faster and the fighters more furious.

Every Street Fighter II participant has a wide repertoire of special attacks. They all come into play in Super Street Fighter II Turbo Revival.

When fighters do well, they earn the right to carry out a devastating Super Attack—guaranteed to get the attention of their opponents.

There is a normal fight setting and three turbo settings. The turbo feature cranks up the speed of special attacks.

BALROG

Boxing bully Balrog went from fighting in arenas to fighting in the streets when he was banned from the ring. While Balrog rarely attacks from the air, he can soar with two graceful Dash Punch attacks. His roundhouse Turn Punch is also a thing of beauty. Balrog is not verbally skilled, but he can say a lot with his fists.

DHALSIM

Flexible fighter Dhalsim is an expert at Zen and the art of beating opponents to a pulp. He's neither fast nor a good defender, but he can stretch across the field and hit foes from a safe distance. He can also unleash two fire-based attacks and disappear before your eyes. The Yoga Teleport allows Dhalsim to dematerialize and appear again out of harm's way.

BLANKA

The incredible hulk that is man-beast Blanka is a one-creature wrecking crew, especially when he's angry. The green, mean one is known for two types of rolling attacks—a high-flying Beast Leap and his Electric Attack. Blanka can't move while he's surging with electricity, but he'll fry any fighter who comes into contact with him.

E. HONDA

Sumo grand champion Edmond Honda is fast for a 300-pound mound of muscle. He's also incredibly acrobatic. Honda's Sumo Head Butt and Super Sumo Press are both powerful airborne attacks that prove the saying "the bigger they are, the harder they fall." When Honda's not flying, he knocks adversaries silly with his super-quick Hundred Hand Slap.

CAMMY

Light and fast, Cammy can stand her own against fighters who are more than three times as bulky as she is. A bout of amnesia prevents her from remembering her past, but she is confident about her current status as a top fighter. Cammy's devastating Cannon Drill attack lets her fly across the field and plow over even the largest of her Street Figher foes.

FEI LONG

Influenced by Bruce Lee, Hong Kong hooligan Fei Long is a master of the Martial Arts. His Rekka Ken punches are a barrage of fists and fury. He has also perfected the Rising Dragon Kick, a move that pounds opponents on contact and then engulfs them in flame for additional damage. That has got to hurt!

CHUN LI

The most intelligent fighter in the Street Fighter II tournament is also the one who possesses the best jumping ability. Chun Li can unleash heat with her Fireball attack and electricity with her Lightning Kick. Her airborne attacks include the famous Whirlwind Kick, an upside-down helicopter move that defies gravity.

GUILE

While his name suggests that he is cunning and crafty, American fighter Guile relies more on power, resolve and the desire for revenge when pummeling his foes. He'll let nothing and no one stand in his way while he's in pursuit of M. Bison. Guile's large collection of moves include the awesome Flash Kick and the Sonic Boom, a blast of pure energy.

DEE JAY

Jamaican scrapper Dee Jay has a rhythmic fighting style that is nearly impossible to stop once it gets going. His Max Out attack, a blindingly fast punch, creates a shock wave of energy that damages opponents even if he doesn't connect with his fist Dee Jay also mystifies foes with the Hyper Fist combination of punches and the Double Dread Kick.

KEN

American karate expert Ken was "Player Two" in the original Street Fighter arcade game to Ryu's "Player One." His abilities and attacks are very similar to those of his fighting partner, but his Dragon Punch has developed an attribute that is unique. When Ken releases the dragon, it is accompanied by fire that engulfs its target.

M. BISON

The baddest boss of the bunch is M. Bison, enemy to all. He even fights with a version of himself if you take him through the Street Fighter tournament. Bison's most powerful attack, the Psycho Crusher, rivals anything that any other fighter in the field can dish out. It's a fast, flying wave of energy that leaves foes engulfed in an electrical field.

T. HAWK

The "T" stands for Thunder. Warrior Hawk attacks like a giant bird of prey. He is a master of wrestling moves and an artist in the air. His long-range jumping attack, known as the Hawk, allows him to jump straight up, into the air, and swoop down on his opponents. His Thunderstrike and Storm Hammer are also unstoppable forces.

RYU

Black belt brawler Ryu is the original Street Fighter and possibly the game's best all-around competitor. He is equally adept at delivering powerful attacks and defending himself from the attacks of his rivals. His Hadoken, Dragon Punch and Hurricane Kick are the stuff of legends. The most recent addition to his attack repertoire is the Red Fireball.

VEGA

Unmatched in speed, masked Spaniard Vega is the only Street Fighter who carries a weapon—deadly claws attached to one hand. The minion of M. Bison catches his opponents off guard with speedy moves that make it seem like he is everywhere at once. In his home arena, he can climb a wire fence and execute a deadly Claw Dive.

SAGAT

The massive world champ towers over most fighters in the field. He's not much of a jumper, but his height allows him to dominate both the land and air of the fighting arena. Sagat's Tiger Shot, Tiger Uppercut and Tiger Knee are incredible attacks that will level anything, or anyone, in his way.

ZANGIEF

Russian bear wrestler Zangief makes up for a lack of speed and jumping ability with pure, pummeling power. Two of his special attacks, the Super Double Lariat and the Spinning Clothesline, involve spinning with both arms outstretched. Any opponents who get in the way of those attacks will be out cold before they hit the pavement.

ROUND ONE, FIGHT!

Featuring all of the characters, combos, special attacks and non-stop action that you've come to expect from the Street Fighter II series, Super Street Fighter II Turbo Revival delivers with a knockout power. It's the hottest one-on-one fighting game of the summer and it's portable! It also allows for multipak two-player action. Turn up the turbo and start fighting.

Super Street Fighter II Turbo Revival sets the bar high for all future Game Boy Advance fighting games.

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classified information

YOUR SECRET HEADQUARTERS FOR THE COOLEST CODES ON THE PLANET

Scooby-Doo! Classic Creep Capers

ZOINKS!

To the Mystery Machine, gang! Classified Info has procured two codes for the THQ mystery thriller Scooby-Doo! Classic Creep Capers for the N64. The first code grants Shaggy unlimited courage—effectively making him invincible—and the other lets you skip through levels. To fill your Courage Meter to the brim, begin a new game, hold down the L Button and press top C, left C, bottom C, top C, bottom C, Up, Right, Down, Left, Up, Left, Down, Right, Up and then Down. You'll hear Shaggy say "Wow," and the Courage Meter will turn blue. To skip a level, hold the L Button and press top C, bottom C, top C, bottom C, Up, Down, Up, Down, Right, Left, Right and then Left. It's easier than pulling the mask off a cranky old man disguised as a ghost!

COURAGE UNDER FIRE

If you're short on bravery, don't wander down the yellow brick road—use a cheat instead! Once your Courage Meter is maxed out, enemies and booby traps can't hurt you.

LEVEL LEAPFROG

There are four different areas in Classic Creep Capers, each with a unique mystery to solve. You'll have to reenter the Courage Meter code every time you skip level.

Star Wars Episode I Battle for Naboo

FROM NABOO TO YOU

Though it seems that the well of cheats for *Star Wars*: Episode I Battle for Naboo may never run dry, we're trying like mad to drain it completely. Two more cheats were intercepted last week by our network of rebel spies, and we're sharing the bounty with everyone. Go to the Passcode screen and input ADEGAN to upgrade your ship's lasers. The new blasters are a big help when you're trying to get that last medal. And if you're the type that wants to get behind the scenes, type in MEMEME! to see the credits.

Ah, the credits. In true *Star Wars* fashion, they even scroll against a background of twinkling stars.

PGA European Tour

FORE! HEADS

Turn a nice, relaxing game of golf into a freakish mutant sideshow with our first-ever code for PGA European Tour Golf for the N64. Start a new tour, then go into the Golfer Setup screen. Select your golfer's name, then rename him rtynbrtynny. Be sure to use only lowercase letters. When you start a season with your new pro, he will have a head the size of Tiger Woods's latest endorsement deal. The code also enlarges the heads of your competition, and you must reenter it each time you start a new game.

Luckily, they sell size-18 plaid berets in the local pro shop.

For more top secrets, infiltrate Nintendo's

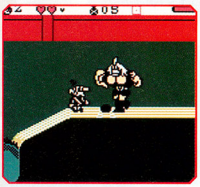
The Powerpuff Girls: Bad Mojo Jojo

STRANGE HAPPENINGS

We thought we'd found all the hidden secrets for Powerpuff Girls: Bad Mojo Jojo, but an astute reader just sent us a new and unusual one. To begin, input the Broccoloid cheat we gave you in V. 144 that unlocks the Mayor graphic. If you don't remember, just go to the menu called Enter Secrets and type in BROCCOLOID. Enable the Mayor cheat in the Use Cheats menu, then proceed to Level 2, the Bonsai Gardens. When you reach the miniboss—a large monster with tentacle arms—let it grab you. The game will go to a blank screen, but you'll still be able to move the cursor. Press the A Button while the cursor is next to the second-from-the-top option. You'll enter the Trading Card screen with every Trading Card unlocked. Scroll down to the last card—the Evil Cat—tap the A Button to bring it up, and then press Right on the Control Pad. Three photos will appear—one of a woman with flowers and two shots of a happy family. Who are they? We don't know yet, but our staff will look into it and report back with any interesting findings. Thanks to the clever reader who sniffed out the groovy glitch.

MONSTER MASH

The tentacled monster is located outside the main set of buildings. Once it grabs you, your game will show a blank screen—but you'll still see the cursor if you look carefully. The second option will open the Trading Card screen.



SNAP A SHOT

What a lovely family! We don't know who they are, but we do know that the secret also opens every cheat and area in the game. Unfortunately, you can't use them because the game locks up each time you try to play a level. You'll also lose the information when you turn off or restart your GBC, so enjoy it while it lasts.

Dr. Mario 64

MAKE A HOUSE CALL

Most cheats are supposed to make your favorite games easier, but sometimes we like to break out the curveball and serve up a cheat that makes a game more challenging. If the virus barrage in Dr. Mario 64 is a little too tame for your taste, select a one-player game and go to either Vs. Computer or Flash Mode. Highlight your opponent, then hold L and press either the A or the B Button. The A Button will make your opponent battle on Hard Mode, while the B Button will unlock Super Hard Mode. Good luck.

Take two cheats and call us in the morning—if you can last that long.

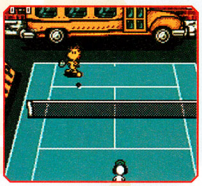
Snoopy Tennis

WHAT A RACQUET

Need some new netters? Snoopy Tennis lets you hit the court with the beloved Peanuts gang, but a few of the players remain shrouded in mystery. To unlock Snoopy's best buddy, Woodstock, go to the Password screen and enter WHGX. The bird will then be unlocked as a playable character. Woodstock is an extremely well-rounded racquet jockey and a welcome addition to any team.

BIRD IS THE WORD

Don't let the small size, skinny, little wings fool you. Woodstock is a demon on the court.



Austin Powers: Oh, Behave!

GROOVY, BABY

Austin Powers: Oh, Behave! is more like a computer operating system or a day planner than a traditional video game, but it's full of fun secrets nonetheless. Enter the following words or phrases in the FAB DOS program, which you can access through the Main Menu, to unlock new sounds, wallpaper and more. FAB DOS letters are entered by pressing Up or Down on the Control Pad.

You'll become the envy of nerdy secret agents everywhere with your new codes.

CODE	EFFECT
CCTV	IVANA WALLPAPER
CHRISTMAS	FLOWERS AND EVIL SCREEN SAVER
DOG	EYE WALLPAPER
GET YOU	EVACUATION 1 SOUND
HANDS	DRIVING WALLPAPER
JUMBO	EVACUATION 2 SOUND
LOOK	FELICITY WALLPAPER
NO MOJO	GOO SOUND
SPRINGER	ELVIS LIVES WALLPAPER
STEIN	FEMBOT WALLPAPER
TEARS	HANDS UP! WALLPAPER
TEETHING	AUSTIN STEAM WALLPAPER

Austin Powers: Welcome To My Underground Lair!

THE EVIL EMPIRE

Winner of the 2000 Nintendo Power Award for the game with the longest or most unruly title, Austin Powers: Welcome to My Underground Lair is Dr. Evil's chance to shine. Just like Oh, Behave, codes are entered in the FAB DOS screen, and they will provide you with new wallpaper, original sounds and even a cheat for the Mojo Maze Game.

Infinite lives are always a plus, especially when you're trying to destroy the world with a giant laser.

CODE	EFFECT
ANOTHER PLAN	PLAN 2 SOUND
DOCTOR	EVIL DOCTOR SOUND
DRIVING	MINI-ME WALLPAPER
ELVIS	SPRINGER WALLPAPER
FOXY	EVIL LOOK WALLPAPER
HUG	HUG SOUND
IVANA YUM	EVIL CCTV WALLPAPER
MINI LAUGH	MINI-ME HEHEHE SOUND
STICKUP	EVIL TEARS WALLPAPER
SUPERVISOR	BOSS SOUND
TABLE	TABLE PROBLEM SOUND
INVINCIBLE	INFINITE LIVES IN MOJO MAZE GAME

Your secret's safe with us. Send your codes

ICON KEY: C BUTTONS CONTROL PAD | BIG CHEAT | WACKY | HOT | JUST FOR FUN | SENT BY READER

MAGI NATION

ANIMITE ON THE CHEAP

The Magi-Nation craze is taking the world by storm, as gamers everywhere discover the wisecracking Tony Jones and his band of mighty Dream Creatures. And if you find yourself strapped for cash on the journey, just follow our simple cheat for more Animite than you can hold. Head for Vash Naroom and go to the item store. Buy a Strength Gem for five Animite, then sell it back to the merchant for 18! Continue the process until you have 999 Animite.

Always get your cheats, codes and sound investment strategies from the pros at Classified Info.

PAPER MARIO™

SCANDALOUS SECRETS

We all know that Mario's enemies would stop at nothing to keep their secret plans out of his hands, but who would have expected the same behavior from his own brother? Get either the Ultra or Super Boots in Paper Mario, then return to Mario's house through the pipe at the Toad Town entrance. Enter the house and go to the bedroom. Look to the left for a discolored floorboard, then perform a Spin Jump on it. You'll fall through to the basement below, where you can read Luigi's secret diary!

DEAR DIARY

Luigi has a very on his mind, and he's not too happy about Mario's leaving him behind during all his adventures. Luigi updates the diary occasionally, so check back when you're in the neighborhood.

SUPER MARIO 64™

CODE COP

SUPER LUIGI 64?

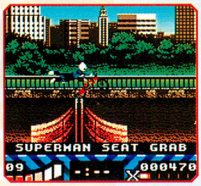
Howdy, readers. It's the Code Cop here, ready to clear up yet another gaming mystery. But first, a few readers have written in about the GoldenEye island question in Volume 144. Seems they can reach it after all, but only by using an unauthorized cheating device. Readers, the Code Cop holds no truck with such evil toys. It's one thing to cheat with a code or a trick, but tearing apart a game's code makes my stomach turn. Besides, cheat devices can mess up a game permanently. On a lighter note, a good citizen wanted to know if Luigi is available in Super Mario 64, and the answer is no. If you saw a screen shot on the Internet, it was a fake. Code Cop, over and out.

There's no Luigi in Mario 64, no matter how many stars you find.

ROAD CHAMPS BXS STUNT BIKING

PAPA WHEELIE

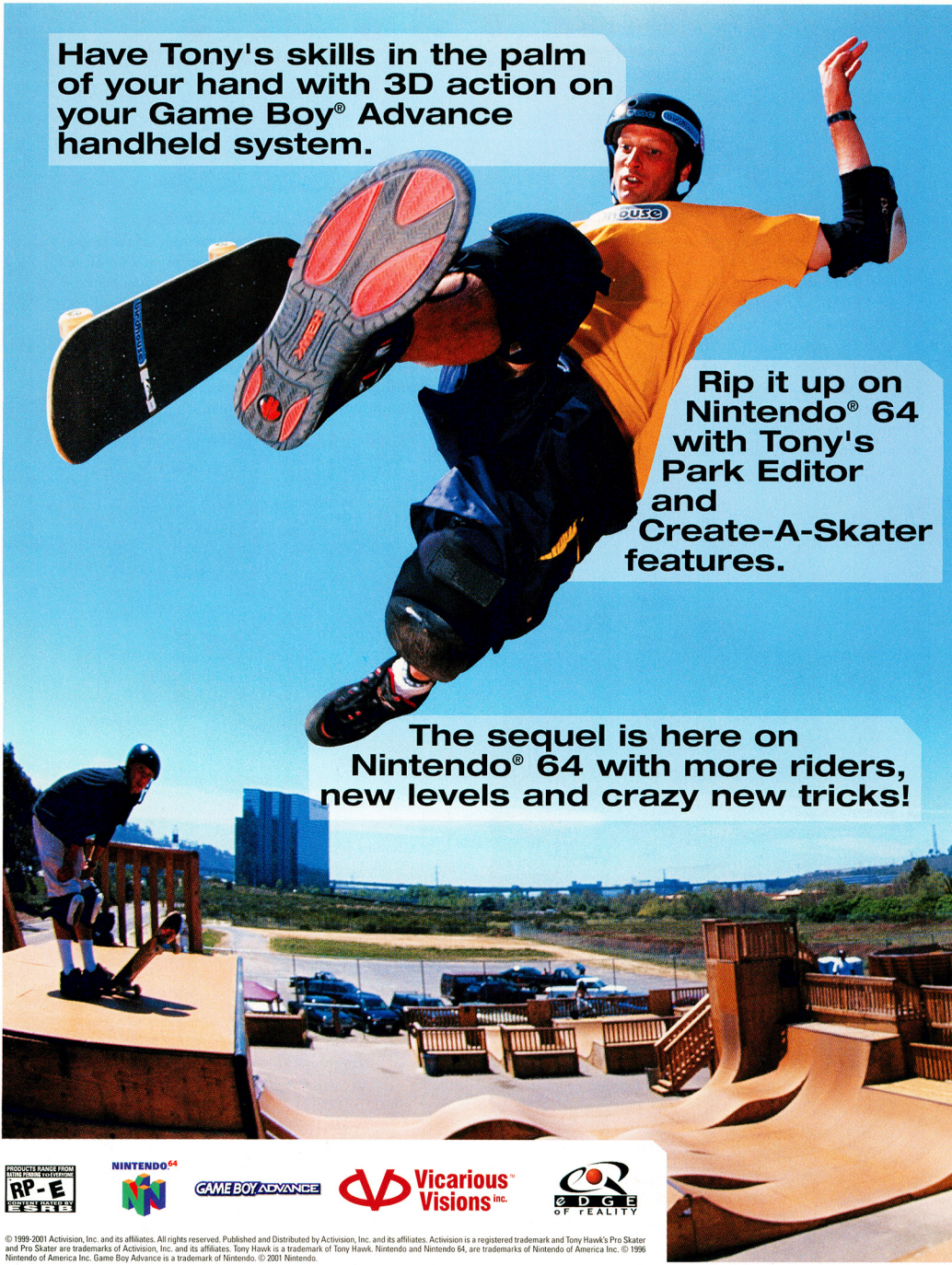
The unlockable portions of Activision's Road Champs BXS Stunt Biking are a challenge to reach for even the most hardened of two-wheeled thrashers, so open them all at once with a simple code. Go to the Password screen in the Main Menu and enter QGF7. You'll open up the Training, Tournament, and Career Modes.



Be sure to wear a helmet when inputting a code. You'll have to reenter it each time you begin a new game.

SEND CODES TO:

NINTENDO POWER
CLASSIFIED INFORMATION
P.O. BOX 97033
REDMOND, WA
98073-9733



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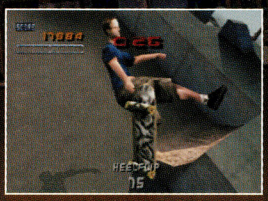
Nintendo® 64:

Nintendo® 64 September 2001



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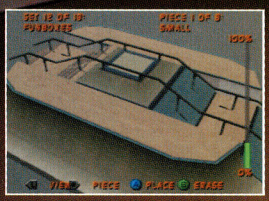
Skate head-to-head with your friends in sick new multi-player modes including Trick Attack, Graffiti, HORSE and the newest addition Tag Mode.



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ALONE IN THE DARK

THE NEW NIGHTMARE ™

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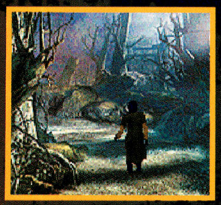
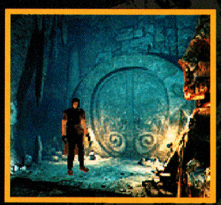
FRIGHT NIGHT

Our tale—inspired by the work of H.P. Lovecraft—begins with the hero, Edward Carnby, being summoned to a mysterious location known only as Shadow Island to investigate the suspicious death of his partner. To solve the mystery, you must fight a host of demonic creatures, track down the crazed multi-millionaire Alan Morton and solve a series of mind-bending puzzles—all rendered in some of the most beautiful graphics ever seen on the GBC.

Animated Violence
Mild Language





THE SHADOW KNOWS

There is only one way to leave Shadow Island, and it doesn't involve being voted off. To survive the hair-raising ordeal, you'll need to collect the healing potions, weapons and ammunition rounds that are scattered throughout the landscape.

Potions

Orange Flasks restore 10 points to your Health Meter.

Green Flasks restore 20 points to your Health Meter.

Blue Flasks restore 25 points to your Health Meter.

Ammo

Full clips and single units of Revolver ammo can be found.

Shotgun ammo comes in a box of 20 shells.

Bolts for the Crossbow can't be found until much later in the game.

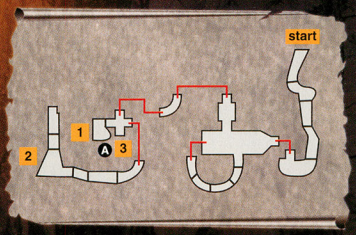
Map Key

- Red lines on the maps indicate a place where two rooms, hallways or other areas connect.
- Solid black lines indicate a camera angle change within the same area.
- Three black lines in a row indicate a staircase. The stairs may lead either up or down.

Mortal Combat

You'll receive little warning before entering combat mode, where you must fight creatures such as wolves, spiders and snakes. You can take out enemies by aiming your weapon in one of eight directions. Extra items are often hidden in combat mode.

The Forest



Once you reach the mansion entrance, head right and pick up the Iron Key on the ground. To pick up an item, stand over it and press the B Button. To use an item, select it on the Menu Screen and press the A Button.

After retrieving the Iron Key, walk to the left side of the mansion until you come to an old shed. Use the key to open the shed, then take the Crowbar and Gloves. Continue on the path and get a Blue Flask.

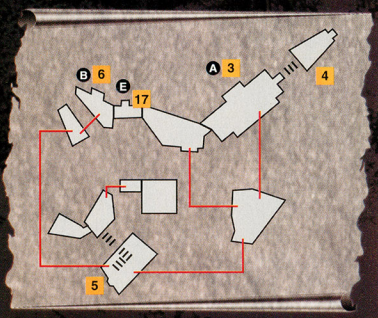
Return to the front door and use your newfound Crowbar to pry it open. Some camera angles make Mr. Morton's humble abode difficult to navigate, so keep the maps handy.

The Mansion - Main Floor

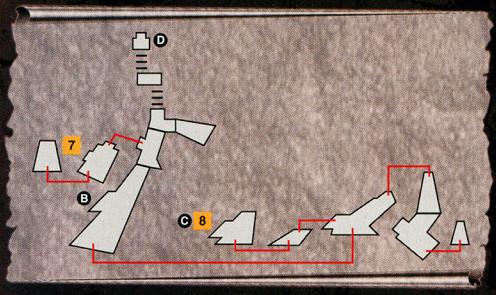
After entering the haunted house, face the front door, turn right and go up the stairs. You'll find a Gold Key at the far end of the room. Take the key and return downstairs. To examine an object like a shelf, stand next to it and press the B Button.

Walk around the main floor until you see an overhead camera view of three flashing dots. Go to the dots to find a mirror, then examine the mirror to find the ghost of your partner. He'll ask you to track down his missing Gold Amulet.

Once you've held a seance with your perished partner, move through the main floor until you encounter a locked door. Use the Gold Key to open the door and enter a long hallway. If you find a door without a knob, you need to keep looking.



Second Floor and Rear Hallways



Walk away from the camera and down the hall, then take the first door on the left. You'll find the Shotgun there, but it's missing a Firing Mechanism and isn't currently usable. Search the room for a piece of Alan Morton's Diary and clues to the location of the missing mechanism.

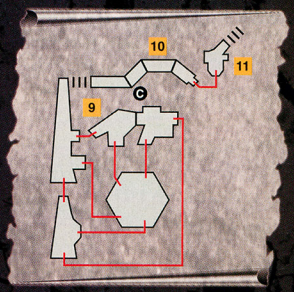
Return to the hallway and move straight towards the camera until you find a red carpet. Most of the doors in the rear hallway are dead-ends, but if you walk to the end of the red carpet and turn left, you'll enter the library.

The Library

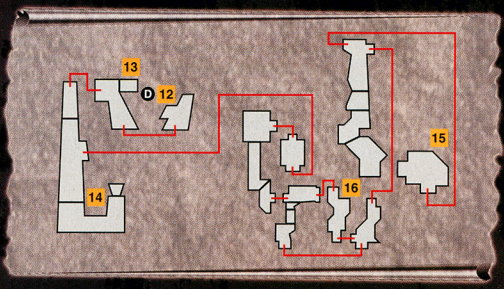
Walk around the perimeter of the library to secure more pages of Morton's diary and an old Newspaper Clipping. They contain important clues for later in the game, so study them carefully.

At the end of the catwalk you'll find another staircase. Don't go up it—search the table across from the stairway for a switch instead. Toggle the switch to open a secret passageway, then search the passageway for a Blue Crystal Key and another piece of Morton's journal.

Proceed to the top-left corner of the library and walk up a staircase. Continue on the catwalk until you find a Strange Bowl on the table. Next to the bowl is a small, flashing switch. Throw the switch and move on.



The Attic



To reach the attic, you must go back to the door you opened with the Gold Key. Walk past the Gold Key door until you arrive at a set of stairs. Go to the top of the stairs and use the Blue Crystal Key to open the attic door.

Head down the hall and check the doors until you find a bedroom. Go to the wall-mounted electrical box next to the bed and switch it on, but watch for a slew of angry creatures. Once you've activated the fuses, make for the far end of the attic hallway.

The missing Gold Amulet is located on a table at the end of the hall. Get the amulet, then use the door to the right and enter a small room, where you'll find a Brass Key. Get the key, then return to the mirror and give your partner his prize. You won't be able to do anything else until you've returned the amulet, so don't bother with exploration.

After speaking to your partner, backtrack to the attic hallway and check the doors until you find one that is locked. Use the Brass Key to open the door, then search the new rooms until you find a bookcase with the missing Shotgun part.

Your partner will appear and demand that you go to the cellar. The cellar door is missing its knob, but you can find a box of spare knobs in the attic, near the door you opened with the Brass Key.

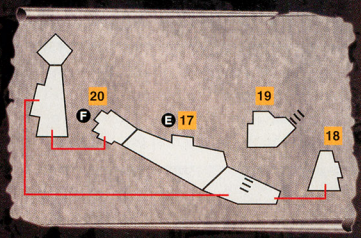
Head to the main floor and find the door without a handle. Use the new knob to open the door, then proceed downstairs to the eerie cellar. Get ready, because you're about to meet a frightening new enemy!

The Cellar

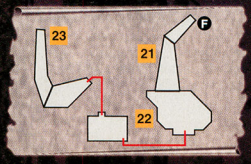
Enter the cellar, then walk straight until you encounter a new area. Follow the path to a dead end, where you'll find a small bag of gray-flecked dust in a cabinet. Claim the Bag of Dust for your own.

Go back to the cellar entrance and proceed deeper into its terrifying depths. Nestled in a corner is a sarcophagus with two statues on either side, one gold and one silver. Pour the Bag of Dust on the Gold Statue to unlock the coffin and reveal a Silver Key.

Go through the large, black entryway near the sarcophagus, then move straight ahead until you encounter a brightly lit area with a locked door. Use the Silver Key to open the door, then make your way onward and downward.



The Sewer



As you crawl through the sewers you'll encounter small fountains of muck. They will drain your health quickly, so try to avoid them whenever possible.

A worm like creature lives in the sewage, and it will eliminate you with one hungry bite. Make sure you save the game before entering the sewers, and don't touch any of the pink worm segments.

Walk through the sludge to a staircase, then climb up and exit the sewers. You're about to meet your archrival, so drink a potion or two before continuing.

Alan Morton finally appears at the Stone Circle, proving once again that even millions of dollars can't buy good fashion sense. He will appear and vanish at random, so you must shoot and move. Use the Shotgun, then dodge his attacks.

DARK CLOSES IN NP

You survived monsters, sewers and other terrors, but the worst is yet to come. More mazes, puzzles and battles with the twisted beast that was once Alan Morton remain. You must use caution and cunning to survive the rest of Alone in the Dark: The New Nightmare, but we'll leave you with a final pair of tips. Be very careful when and where you use your keys, especially if they seem fragile, and always play with a light on!

COUNSELORS' CORNER

Your Questions—Our Experts!

RAYMAN ADVANCE

WHERE IS THE FIRST HIDDEN CAGE IN TWILIGHT GULCH?

It's easy to miss the Protoon cage down in a hidden valley on the first level of Blue Mountains. After you swing from two hoops to the top of the first big cliff face, defeat an enemy then walk right until you reach a gap. There doesn't appear to be a bottom to the chasm, but you should make the leap anyway. You'll find a Magic Fist, a Health Ball and a gun-toting bandit in a small valley at the bottom of the pit. After you grab the power-ups and defeat the enemy, a cage will appear.

You've probably been burned before when you've jumped into mysterious gaps, but don't let that stop you from reaching the hidden valley in Twilight Gulch.

After you touch bottom, walk to the left to find two power-ups and a bandit. You may need to dodge a couple of winged projectiles before you can punch out the enemy.

When you are finished with your business on the left side of the small valley, a cloud stairway and a Protoon cage will appear on the right side. Free the Protoons, then climb back up.

WHERE IS THE SECRET EXIT IN HARD ROCKS?

After you've negotiated the spiked walls that make up the bulk of Hard Rocks, no one would blame you if you just wanted to exit the level the first chance you got. You'll miss out on a 1-Up if you do, however. After you reach the first exit, get your picture taken at the save point then hop on the moving cloud. You'll need to leap over several waves of flying spikes before you'll reach the first hoop in a sequence that takes you to a small platform. Grab the 1-Up then exit the level.

Leaping over spikes while staying on the cloud requires perfect timing. Position yourself on the left edge of the cloud as you fly so you won't miss the cloud when you come back down.

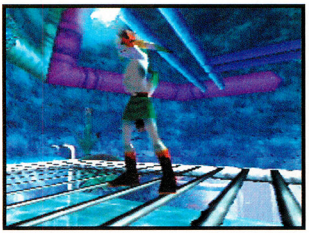
Your Telescopic Fist move allows you to swing from hoops. Some of the hoops are red, which means they will vanish shortly after you grab them. Swing immediately after you grab them.

Land on the platform then grab the 1-Up. A slew of enemies will attack you once you reach the platform, so you may want to get to the exit sign while the getting's good.

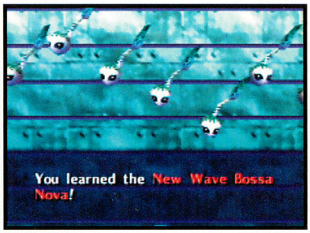
THE LEGEND OF ZELDA: MAJORA'S MASK

HOW DO I REACH GREAT BAY TEMPLE

All your hard work rounding up the Zora Eggs is just a prelude to your real work in the Great Bay Temple. After you return the eggs to the laboratory, the hatchlings will teach you the New Wave Bossa Nova. Return to Lulu outside Zora Hall, then play the new song for her. She'll sing a song to awaken a giant turtle—your ride to the temple.



Drop the eggs into the tank in the Marine Research Laboratory.



After the eggs hatch, you'll learn the New Wave Bossa Nova.

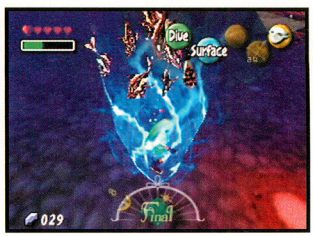
Play the song for Lulu so she'll summon the giant turtle that's masquerading as an island.

HOW DO I DEFEAT GYORG

Gyorg, the aquatic boss at the end of Great Bay Temple, requires a two-stage strategy. First, stand on the platform as Link, then target Gyorg with arrows or your Boomerang as it swims around you. Once you've stunned it, put on the Zora Mask and use your Zora Shield on Gyorg's inert body. Repeat the process after it comes to.

Stand on the platform in the boss chamber, then Z-Target it with your Boomerang and arrows.

After you stun Gyorg, don your Zora Mask then attack the beast with your Zora Shield.



After you score a few hits against Gyorg, it will spew deadly fish at you from the water.

HOW DO I GET THE STALCHILDREN TO HELP ME

The Stalchildren who loiter about in the Ikana Graveyard will attack you unless you possess the Captain's Hat, the mystical headgear worn by their former Ikana leader. You'll need to revive Captain Keeta with the Song of Awakening then catch him and fight him to get the hat. Put it on at night in the graveyard to make the Stalchildren do your bidding.

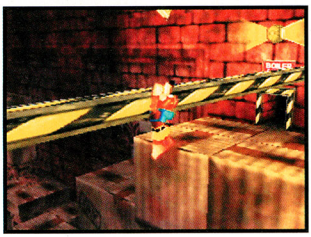
Fire arrows at the Captain to slow him down. When you catch him, he'll fight you.

Use the Hookshot to reach the treasure chest containing the Captain's Hat.

If you wear the Captain's Hat, the Stalchildren will open a different grave for you each night.

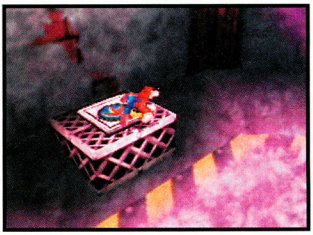
HOW DO I REACH THE ROOF OF GRUNTY INDUSTRIES

The biggest challenge in the Grunty Industries level is simply gaining access to the different parts of the building, and reaching the rooftop is the most important element of the task. To reach the roof, you must first find a Flying Pad Switch on the fourth floor—it's on a platform across from the Service Elevator. When you hit the switch, two Flying Pads will appear just outside the building on the ground floor. You can fly to the roof then activate a Warp Pad to make return trips easier. Once you've reached the high ground, you'll be able to access many new parts of the building.

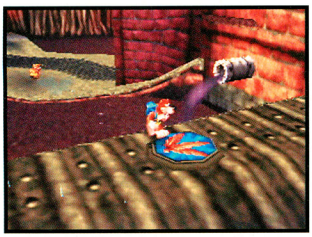


Navigate the boxes on the third floor to reach the exit to the fire escape. The doorway is near the Service Elevator.

Take the fire escape up to the fourth floor. There are three fire escapes outside the building, but only one of them is on the ground floor.



The Flying Pad Switch is opposite the Service Elevator on the fourth floor. Destroy the nearby Spy-I-Cam before you activate the switch.



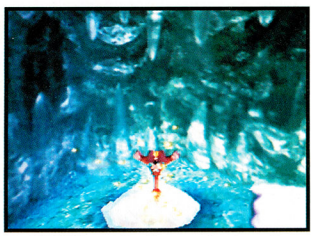
After you hit the switch, two Flying Pads will materialize near the building on the exterior of the train tunnel (the big pipes).

The spectacular view is a good enough reason to fly to the roof. You can also activate a rooftop Warp Pad.

There are a variety of useful building entrances that you can access only after you've made it to the roof.

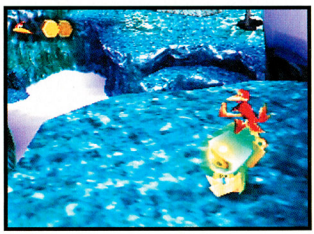
HOW DO I RESCUE THE ALIEN CHILDREN

A group of aliens dropped off their kids on the Ice Side of Hailfire Peaks, and when the parents returned to pick them up, they were frozen solid. The kids can bounce right back from the traumatic experience, but you'll need to thaw them out first. Just smash through the ice to release the alien near Wumba's Wigwam. Not surprisingly, the alien beneath the Mumbo Pad requires the skull-faced shaman's help. The third alien is the trickiest to revive. You'll need to separate Kazooie from Banjo, Glide to the child from high ground, then use the Hatch move to thaw the alien.



The Bill Drill is an effective move for shattering the alien child's icy prison.

Break the ice over the next alien, then revive it using Mumbo's magic.

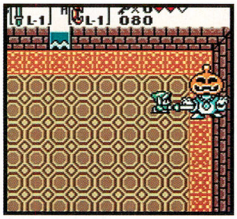


Kazooie must Glide on her own to the last alien child, then use Hatch to thaw it out.

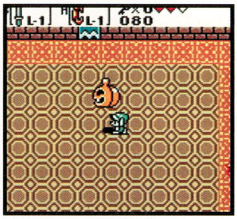
THE LEGEND OF ZELDA: ORACLE OF AGES

HOW DO I DEFEAT PUMPKIN HEAD?

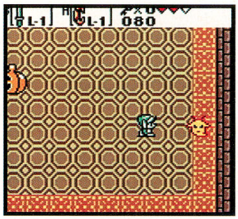
You should equip two specific items before facing Pumpkin Head: the Power Bracelet and the sword. Use the sword to attack the boss's body until it disappears, then pick up the remaining jack-o'-lantern using the Power Bracelet. The toss will exorcise an evil spirit inside the pumpkin, allowing you to slash it with your sword.



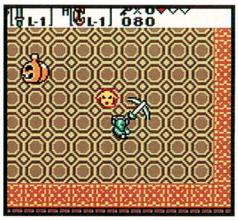
Attack Pumpkin Head's body with your sword until it disappears, leaving a jack-o'-lantern behind.



Use your Power Bracelet to pick up the boss's noggin, then throw the pumpkin across the room.



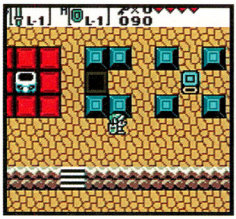
A glowing ghost will be vulnerable for a few seconds when toss the jack-o'-lantern.



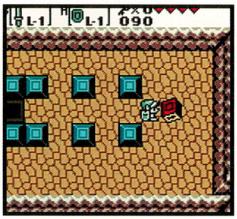
Attack the ghost with your sword to cause damage. Repeat the entire process until the boss is defeated.

HOW DO I SOLVE THE WINGED DUNGEON DIE PUZZLE?

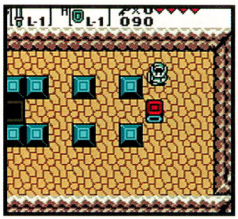
The first puzzle you'll encounter in the second dungeon involves rolling a multi-colored die into an unlit brazier to open a door. The rolling part is easy. The tricky part is matching the color of the die to the color of the brazier. Roll the die away from the blocks, then do a u-turn back to the brazier. The short detour should allow you to match the colors.



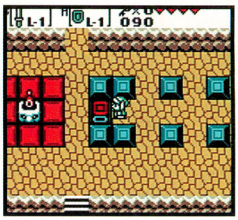
A cluster of blocks around the brazier makes it difficult to move the die back to the brazier.



Start by pushing the die away from the brazier. Stop after you've pushed it one roll away from the blocks.



Push the die up, to the left then down again to position it for the final roll to the brazier.



When you push the die back to the brazier, a torch will emit a red flame and the door will open.

Q&A FAST FACTS

Stuck? Pick up the phone and give our counselors a call.
Or write to: Counselors' Corner, P.O. Box 97033, Redmond, WA 98073-9733

In the USA Call:
1-900-288-0707
($1.50 per minute. Callers under 18 need parental permission to call.)

In Canada Call:
1-900-451-4400
($2.00 per minute. Callers under 18 need parental permission to call.)

DR. MARIO 64

Q: Why are there shadow blocks on the screen?

A: The shadow blocks show you where falling blocks will eventually land.

Q: Can I change the Star Level of a CPU-controlled character?

A: Yes. Select the character, hold down the L Button, then press either the A or B Button to change the Star Level.

Q: How do I unlock hidden characters?

A: You must finish Story Mode on the Normal difficulty level as either Dr. Mario or Wario. Wario unlocks Metal Mario. Dr. Mario unlocks Vampire Wario.

AIDYN CHRONICLES: THE FIRST MAGE

Q: How do I beat the Goblins at the beginning of the game?

A: You can't. You have to lose to advance the game's story line.

Q: How do I avoid attacks while I travel?

A: Hold down Z as you pass enemies. If your stealth skill is high enough, you'll sneak past them.

Q: How do I open locked chests?

A: If you can't open a chest, you'll need to increase the level of your Thief Skill.

Make the Most of Your Game Counseling Call!

You can save time and money during calls by devising a gamer's shorthand for when you take notes. For example, you could write the letter "F" instead of "go forward." You should also draw arrows instead of writing "up," "down," "left" and "right."

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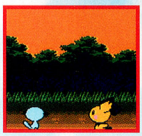
Pokémon®

Gotta catch 'em all!™

CRYSTAL VERSION

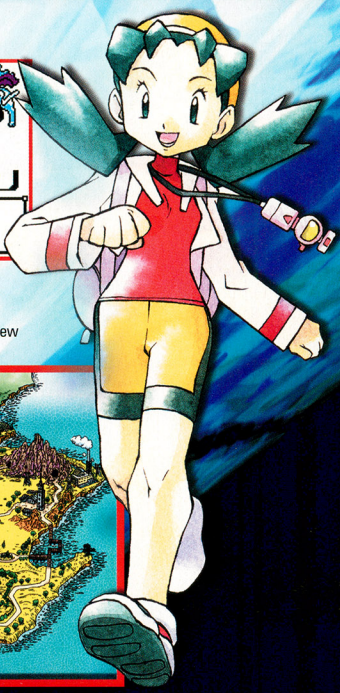
Pokémon Shines With a New Adventure

On July 30th Pokémon takes a leap forward with the release of Pokémon Crystal—a GBC companion to Pokémon Gold and Silver that includes several new features. Among the additions are the intense Battle Tower, a female Trainer for you to control and the emergence of Suicune. It's a new classic revisited that will make you want to catch 'em all, all over again.



Pick Your Pokémon Trainer

In every other Pokémon game, the Trainer whom you guide through the world is a boy with a pack and Pokégear that are decidedly fit for a boy. In Pokémon Crystal, you can choose between the boy and a new girl Trainer. When you give the girl a name and take her out onto the playing field, you'll see that her pack and Pokégear have a more girl-friendly look and feel.

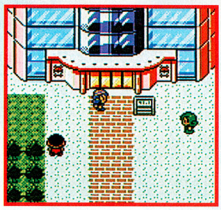


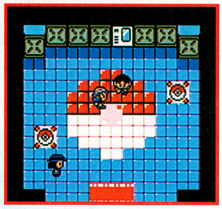
New Location

The Battle Tower west of Olivine City is an all-new area, exclusive to Pokémon Crystal.

Battle Bonanza

The Battle Tower near Olivine City is a brand-new venue where you can show off your Pokémon battle techniques. If you defeat several consecutive Trainers, whose Pokémon are at a level that you select, you will have the chance to reap special rewards, such as Protein and Carbos.

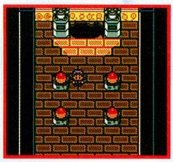




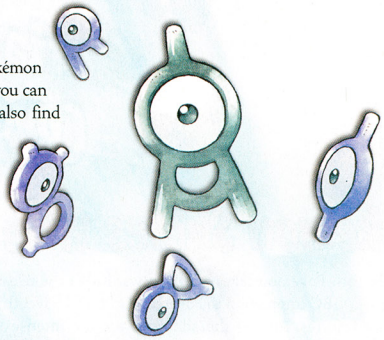
The Battle Tower of Olivine City is exclusive to Pokémon Crystal and features a plethora of Trainer battles.

Writing on the Wall

The Ruins of Alph, home to the mysterious Unown, play a larger role in Pokémon Crystal. When you visit the ruins, you'll find cryptic messages on the walls. If you can interpret the messages, you may understand the Unown a little more. You'll also find secret passages that lead to useful items.



Read the messages on the walls of the Ruins of Alph to uncover the mysteries of the Unown.



Suicune Spectacle

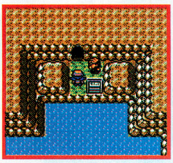
A new event, which helps put Suicune more in the forefront of Pokémon Crystal, takes place in Tin Tower, north of Ecruteak City. When you arrive in the vicinity of the tower with the new Clear Bell, you'll meet a group of elders who call themselves the Wise Trio and protect a rare Suicune. The three Trainers will tell you the story of the area's two towers, then challenge you to individual battles. After you emerge victorious, you'll gain access to the Suicune and a chance to capture it. Adding to the legend of Suicune is Eusine, a purple-clad fan of the elusive Pokémon. You'll meet him on several occasions.

The Wise Trio hold forth near Tin Tower. They are guardians of a Suicune. After you listen to their story, you can battle them for access to the Pokémon.

The Suicune event in Tin Tower makes it much easier to confront Suicune. If you manage to capture Suicune, you'll find that it learns new moves as it levels up.

Know Your Pokémon

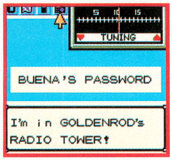
Your knowledge of Pokémon will be put to the test in the Dragon's Den, near Blackthorn City. After you defeat Blackthorn City Gym Leader Clair in Pokémon Gold and Silver, she'll challenge you to enter the Dragon's Den to retrieve the Dragon's Fang. When you complete the task, Clair will reward you with the Rising Badge. In Pokémon Crystal, Clair will send you to the Dragon's Den to take the Trainer Challenge. There, you will answer questions about the nature of Pokémon. When you pass the test, you'll get the badge.



The Dragon's Den is much more than the hiding place of the Dragon's Fang in Pokémon Crystal. Trainers wait there to test your knowledge of Pokémon.

Radio Rewards

A new radio show originates from the second floor of the Radio Tower in Goldenrod City. By listening to the show, you'll have a chance to earn useful items, such as Protein, Iron and Nuggets. The host, Buena, broadcasts a password every night. If you go to the station and tell her the password, she'll reward you with points that you can redeem for prizes.



Buena's Radio Show in Goldenrod City challenges you to visit the station every night with a password.

Precious Gift

The day care on Route 34 is a good place to have your Pokémon trained. When you talk to the first caretaker, he will give you an Odd Egg. If you carry it with you on your travels, it will hatch and produce a pre-evolved Pokémon—one of several varieties.

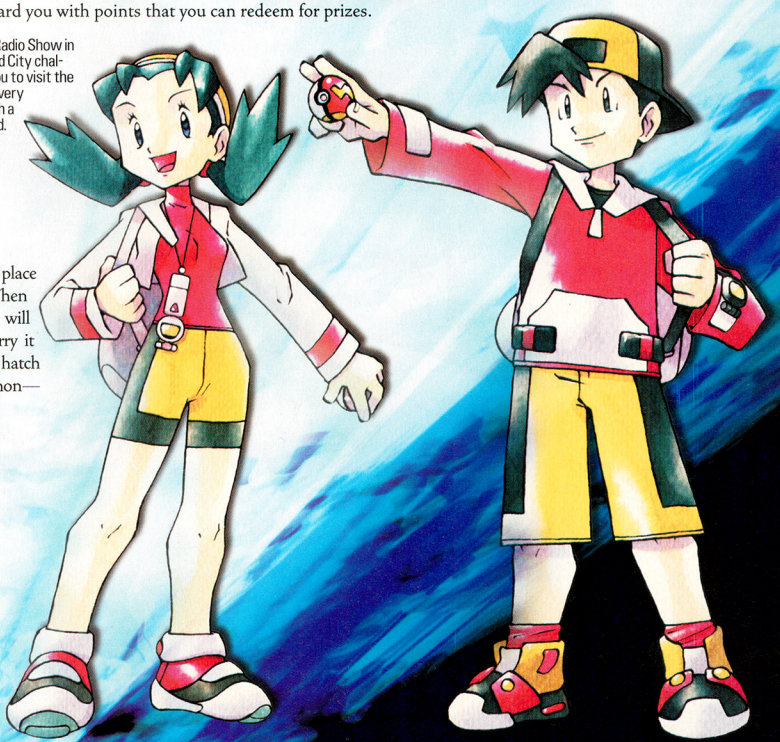
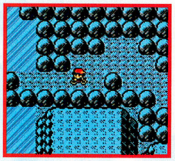


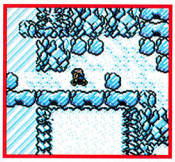
Image Enhancement

Some sections of Pokémon Crystal have a new look. The Ice Path between Route 44 and Blackthorn City, for example, has more color and detail than the same area in Pokémon Gold and Silver. Also, every Pokémon arrives onto the scene with a short, animated introduction. Sentret waves its arms and bounces. Jigglypuff blinks and stares with a determined expression. Those enhancements make the game even more fun and playful.

Pokémon Gold & Silver



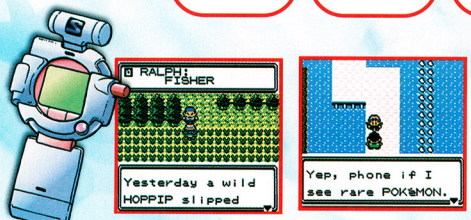
Pokémon Crystal



The Ice Path that leads to Blackthorn City is one place that has a new look, with the same layout, in Pokémon Crystal.

Pokémation

Every Pokémon hops into battle with an animated introduction.

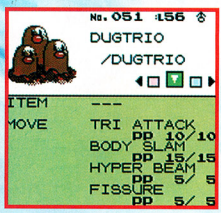


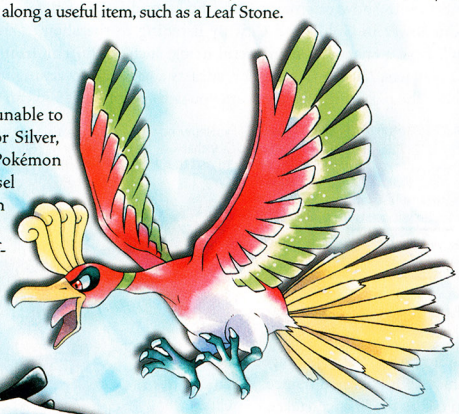
Call of the Trainers

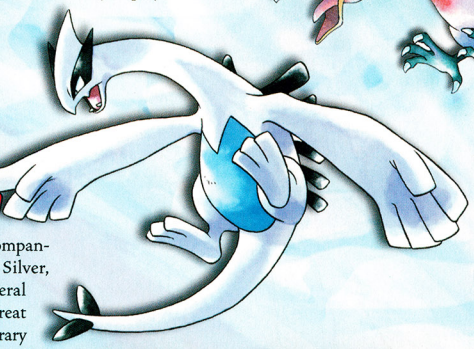
After you face off with Pokémon Trainers in the field, they may call you to talk about their Pokémon or challenge you to another battle. The phone conversations in Pokémon Crystal are largely new, giving you a good reason to listen in on the chatter. When you reunite with Trainers, they may pass along a useful item, such as a Leaf Stone.

Familiar Pokémon, New Tricks

Several Pokémon can learn moves in Pokémon Crystal that they are unable to learn in Pokémon Gold or Silver. For example, in Pokémon Gold or Silver, Suicune learns the move Water Gun when it reaches Level 11. In Pokémon Crystal, Suicune learns Bubblebeam at that level. Additionally, Sneasel can learn Metal Claw, Dugtrio can learn Tri Attack and Yanma can learn Wing Attack. There are many more differences in learned moves that you will discover as you play.

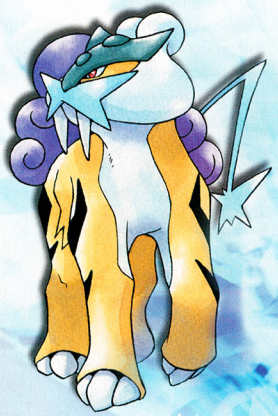






Add Crystal to Your Collection

As a stand-alone game or as a companion to Pokémon Gold and Silver, Pokémon Crystal, with several significant new features, is a great addition to the ever-growing library of Pokémon titles. Pokémon fans will want to make Crystal the game to catch this summer.



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BOMBERMAN™ TOURNAMENT

SHORT-FUSE FUN

The man with the ka-blam is back, and he's exploding in a ballistic five-level adventure touched off with a dash of breed-and-battle game play. Activision's Bomberman Tournament may feature a bit of Pokémon-style action, but don't blow a fuse—the game is classic Bomberman through and through. With megatons of bombs, power-ups and red-hot four-player action, Bomberman Tournament is a guaranteed blast.

EVERYONE E CONTENT RATED BY ESRB

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BOMBERMAN'S SIDEKICKS

Pommy first appeared in Bomberman: The Second Attack! for the N64 as the bombardier's sidekick. The curious creature evolved as you played, and in Bomberman Tournament, you'll be reacquainted with Pommy along with 24 other critters called Karabons. By using their unique powers, you'll be able to reach new areas and save the day.

Throughout your quest, you'll meet, rescue, play games with or compete against the 25 different Karabons. Each has a special power you'll need for your mission.

In the Colosseums located in various towns, you'll be able to pit your Karabons against others. Before each battle starts, you'll choose which moves you'll use.

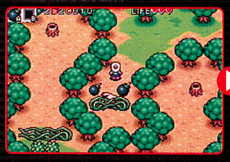
Usually, when you blow up objects or enemies, they'll leave behind a defensive, an offensive or a special attack power-up. Collect them to upgrade your Karabons.

You'll need certain Karabons to reach special areas. Some Karabons will enable you to dive underwater, while others will help you cross gaps.

ALPHA TOWN, LOST FOREST & COLDSEAS

The arrival of five mysterious bombers has turned an entire planet on its ear, and Bomberman's fellow adventurer, Max, has disappeared while investigating the case. As Bomberman, you must track down Max and collect the five crystals that will give you access to each renegade bomber. Your mission begins in Alpha Town.

RING RECOVERY



Speak to everyone in Alpha Town, then explore the forest. Bomb tentacle plants and enter tree stump portals to teleport. Recover the ring for the girl in town by simultaneously bombing both plants that have entangled Pommy.

LOUIE, LOUIE

When you speak to Temmay in Alpha Town, he'll give you his camera. Go on a photo safari in the northwest corner of the Lost Forest, where Louie will pose for a picture. Give your snapshot to Temmay to receive the Sensor.

LAND MINES

While on your journey, you'll come across various bomb shops. With the proper materials, the shopkeepers will be able to create new bombs for you. If you give Alpha Town's bomb maker the Sensor, he'll create Land Mines.

BATTLING KARABONS

Pommy will join you on your mission as soon as you return the girl's ring and leave her house. With Pommy on your side, you'll be able to battle the Karabon trainer at the edge of town so you can venture further.

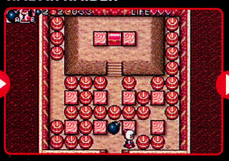
TRUNK TRAVERSING

Bomberman can't walk across the water in ColdSeas, so you'll have to create bridges to go island hopping. Plant bombs by trees to knock them over, then walk across the makeshift bridge you've created.

PLAYING WITH FIRE

Arrows fly through the narrow valley, so you'll need a shield to pass safely. Ceedrun can protect you, but you must first win its game. Predict where the Karabon will breathe fire to enlist its services and shielding power.

RADAR RAIDER



After crossing the gauntlet of flying arrows using Ceedrun's shield, Ralph the treasure hunter will challenge you to find the Radar in his basement. Bomb your way north to find the item, which will track precious crystals.

PUSH THE SWITCHES

On your way to MagBase—the headquarters of the first evil bomber—you must navigate a series of plateaus and mesas. To cross the gaps between them, step on the green switches to create bridges.

MAGNETBOMBER

In the first of the game's five bases, you must solve puzzles or defeat all of the enemies within a room to progress to the next room. Crucial items and power-ups, like Bomb-ups and Fire-ups, are indicated on the map by an asterisk in a red circle.

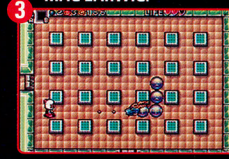
1 BIBIDI AND ELIFAN

Every base features a trapped wise man who cannot escape until you've won a medal by defeating the resident boss. The first wise man, Bibidi, will give you his Karabon, Elifan, which will enable you to push certain blocks.

2 FUSING KARABONS

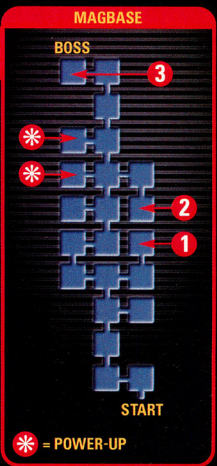
The machine known as SID can fuse two Karabons together. Once Elifan has joined you, fuse it with Pommy using SID. The all-new Karabon you create—Pommy Fang—will serve as the key to the boss's room.

3 MAG EARWIG!



MagnetBomber will transform into a slithering wormlike creature when you meet him. Blast its head three times, and avoid its segments, which will detonate when they separate from MagnetBomber's head.

MAGBASE



GAMMA TOWN, DELTA TOWN & WETWOODS

After your victory against the first evil bomber, you'll be able to communicate with Max via holographic messaging. Your fellow bomber will explain what has happened to the planet, and he'll leave you important items with every meeting. On your first encounter, you'll receive the Silver Shoes, which will enable you to walk faster.

SHARKUN'S PUZZLE

Head east from MagBase to enter a sandy region where a lone house stands. Drop in, then bomb the blocks on the left so they match the bell-shaped formation on the right. If you duplicate the pattern, Sharkun will join your team.

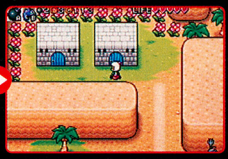
THE INVISIBLE PASSAGE

The passage connecting Gamma Town to Delta Town has disappeared, but Sharkun can find it. Sharkun can see invisible doors and stairways, and the Karabon will find the passage if you visit Gamma Town's northwest house.

FISHERMAN'S RAINDROPS

Explore the beaches to the west of Delta Town to find the fisherman on the jetty. Talk to him to receive his Raindrops, then take the sprinkles to the town bomb shop so the shopkeeper can turn them into waterproof AquaBombs.

REVIVING KAI-MAN



Trek northwest from Delta to reach High Mt. To the west of the dragon on the cliff is a dead end. If you use Sharkun, you'll be able to see the hidden cave. Enter it to find Disinfectant, then take it to the nearby house to revive Kai-Man.

UNDER THE SEA

Only when you've equipped Kai-Man will you be able to walk into the ocean. You can dip your toes in the drink if you climb down the ladder at the southernmost peninsula. Once underwater, use AquaBombs only.

SOMETHING'S FISHY

A school of fish swims in the northwest region of the deep-sea area. Step on the nearby green switch to lower the wall they're behind, then retrieve the fisherman's hook and meet your newest Karabon, MarinGon.

A WHALE OF A TIME

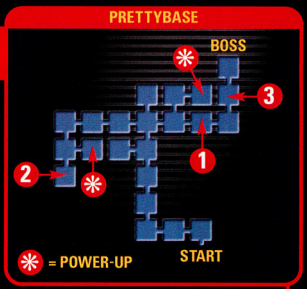
Trip the northeast switch to meet a whale. If you approach it, it will swallow you and launch you out its spout. When you land, you'll touch down on the cliff where TwinDragon is stranded. Recruit it to increase your bomb power.

HEALING VILLAGE CHIEF

Before you head back underwater to explore PrettyBase, replenish your health at the home of Delta Town's chief. The hula girl will refill all of the hearts on your health meter whenever you visit her.

PRETTYBOMBER

Make sure that you've collected the Fire-up from MagBase or you won't be able to complete PrettyBase, and remember not to use AquaBombs in the area since they don't work on land. Refer to the partial map to the right to see the level's important places.



1 POMMY NUCKLZ

When you find the wise man trapped in PrettyBase, he'll give you Pommy Nucklz, a Karabon that will enable you to kick bombs. Use your new talent to punt explosives through pipes to activate switches.

2 POMMY SEA, POMMY DO

In every base, you'll fuse two Karabons using SID, and the new hybrid will be the only creature that can unlock the boss's room. Use SID in PrettyBase to fuse Kai-Man and Pommy Nucklz into Pommy Sea.

3 GETTING UGLY WITH PRETTYBOMBER

PrettyBomber will mutate into a jellyfish, which you must kick bombs at to defeat. Travel along the perimeter to avoid the slimeball and equip TwinDragon to increase the range of your blasts. The jelly blobs are invincible, so avoid them when they appear.

NORTH & SOUTH EPSILON

Use Pommy to warp back to Delta Town after you've defeated PrettyBomber. When you materialize in the village, walk to the house north of you, then approach the nearby boat to set sail for the next town. Your voyage will take you to a wintry wonderland where things will get frightful, but you'll meet some new Karabons there who'll lend you a hand.

CANNONBALL RUN

After the boat takes you to shore, head east to find three cannons. Man the guns and place bombs near them to light their fuses. With good timing, you'll be able to blast the three robot enemies and save a new Karabon.

AVALANCHE!

Once ToughGuy—the Karabon you've freed—joins your crew and gives you the ability to throw bombs, lob a few explosives across the western chasm. When you've blasted all three robots, you'll start an avalanche.

FLOUR, BREAD AND AN EGG

Cross the gap you've filled with an avalanche of snow to receive flour from the woman in South Epsilon's northeastern igloo. She'll give you a Karabon egg if you deliver her flour to her sister in North Epsilon.

HATCHING AT HOT SPRINGS

Bomb the red switch north of South Epsilon to cross the floating platform. In North Epsilon, deliver the flour to receive bread, which you can trade for an egg in South Epsilon. Hatch the egg at the hot springs southeast of town.

PLASMABOMBER

At the hot springs, your egg will hatch into Pommy Beast. The new Karabon can fly, so use it to soar across the broken bridge north of South Epsilon. On the other side is the Fairy Palace. To the west of the palace is PlasmaBomber's Base.

1 BY THE LIGHT OF DORAKO

When you meet captured Boo, he'll give you Dorako, a Karabon that can illuminate dark areas. If you enter a room in PlasmaBase that's pitch black, call on Dorako to shed light on the situation.

2 SHARKUN SEES STAIRS

By tossing bombs onto the yellow switches to weigh them down, you'll be able to unlock a series of doors leading to staircase B. The stairs are invisible, so use Sharkun to detect them.

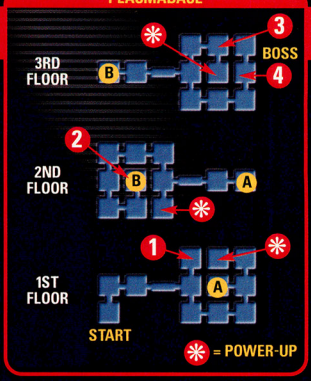
3 POMMY DRAGON

By stepping on the green switch, you'll be able to reach the stairs that lead to SID. The machine will fuse Pommy Beast and Dorako into Pommy Dragon—the only Karabon that can grant you entry into the boss's room.

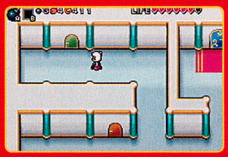
4 PLASMA-TAZZ

Enter PlasmaBomber's lair using Pommy Dragon. Inside, use TwinDragon's firepower to get more bang for your bombs, then toss your explosives into the center of the arena just as PlasmaBomber lands.

PLASMABASE



BALLOON FUSION



Take the north exit from PlasmaBomber's lair and speak with Max. The ice that has frozen Fairy Palace will melt, so you'll be able to venture farther north into the castle. Head for the castle's northwestern green door to earn the balloon you can fuse with your bombs.

HER HIGHNESS

Queen Emeralda of the Fairy Palace was sealed in her royal quarters by ice, but your heroism has saved her. If you enter the castle's blue door to visit her, she'll reward you with a Karabon, Youno, and open a passage to the volcano.

ZETA TOWN, ITA TOWN & COSMOS

After leaving Fairy Palace, visit the demolitions expert in South Epsilon. Once he fuses the balloon and a bomb to create HoldBombs, head north and enter the east passage at the snowfield near the broken bridge.

GALE WARNING

As soon as you blow into Zeta Town, you'll find yourself in the middle of a blustering sandstorm. The gusts are too strong for you to fight, but Youno will calm the wind if you call upon the Karabon.

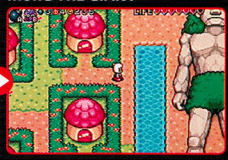
100 STEPS TO SIBALOON

The elderly Mr. Tekuji owns a Karabon named Sibaloon. The old man will give you his Step Counter, and if you return it to him after walking 100 steps, he'll give you his Karabon.

POMMY ANIMAL

As you navigate FrontBase, you'll find Pommy Animal. Rescue the Karabon from robots by maneuvering through the shifting obstacle course without touching any robots.

MORG THE GIANT



Buy Teriyaki Beef in Ita Town, then head east to the desert. If you enter the nearby cave southeast of the desert's entrance, you'll reach Cosmos. Give your beef to the giant who sleeps there.

ONLY HAPPY WHEN IT RAINS

Feed beef to Morg to make the giant move out of your way so you can reach Unagi, the rain-making Karabon. Take Unagi back to Ita Town and climb the altar to bring rain back to the parched city and reveal the entrance to GolemBomber Base.

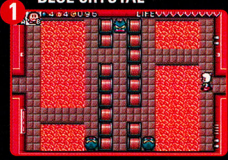
WARPING TO COLDSEAS

Before climbing to the summit to enter GolemBomber Base, warp back to ColdSeas (the island area you bridged with bombed trees just west of Alpha Town). Using Sibaloon's rainbow bridges, walk to the isolated island to recruit a Karabon, FireKong.

GOLEMBOMBER

With FireKong added to your team, you'll be able to detonate bombs manually by pressing B. The remote bomb feature will come in handy—especially in GolemBomber Base. To find the hideout, climb to the summit above the LavaPools and desert east of Ita Town.

1 BLUE CRYSTAL



On your way to the Blue Crystal, you must dash past fire-breathing statues. Watch them closely—they'll begin to flash right before they spew, so make a break for it before they warm up.

2 INVISIBLE STAIRS

The stone faces that breathe fire are guarding a hidden staircase. If you select Sharkun, you'll be able to see the invisible stairs. Run to them as soon as the fire dies down.

3 RAO'S KARABON

The fourth wise man, Rao, will give you Youni, a Karabon that you'll need to fuse with Unagi before you can enter the lair of GolemBomber.

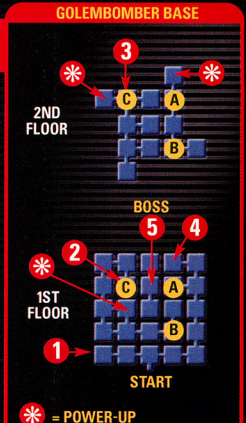
4 SUMMONING SEAWING

Once you've recruited Youni, visit SID on the first floor. The quickest way back is to warp using Pommy. When you teleport, you'll appear in the entryway of GolemBase. Work your way east then north to fuse Youni and Unagi into SeaWing.

5 GOLEM BOMBING

To reach GolemBomber, enter the room to the east of staircase C on the second floor and fall off the plank. When you land, use SeaWing to enter GolemBomber's room, then bomb him while using the blocks to shield yourself from his zombies' explosives.

GOLEMBOMBER BASE



THETA TOWN, TRAINING FOREST & FANTASY

Max will create an entrance to Theta Town in the southern area of the desert once you've defeated GolemBomber. Beyond the new city's limits, you'll meet the Karabon Champ, who'll battle you for the key to Fantasy.

FUSING IN ITA TOWN

In Theta Town's shop, buy the Hammer. If you take the tool to Ita Town's bomb maker, he'll use it to create the PowerBomb, which will blast through entire rows of breakable blocks.

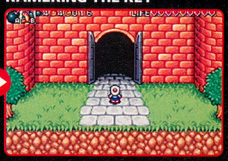
BATTLING FOR KAMEKING

If you can win two out of three matches against the Karabon Champ, he'll give you KameKing. Pit your strongest fighters against it, and open with Special Attacks, like Technique or Showtime.

DIGGING UP THE DIRT

Using Youni, dig up the dirt covering the colored spots, then stand on each circle. After depositing the four medals you've won from the evil bombers, stand in the center of the formation.

KAMEKING THE KEY



By standing in the center of the formation where you placed your medals, you'll warp to the gate to Fantasy. To open its doors, summon KameKing, the key to Fantasy.

BRAINBOMBER'S LAST STAND

FantasyBase is the final stronghold you must secure. The headquarters of BrainBomber, FantasyBase features green swirling circles that serve as portals. If you enter one of the green warps, you'll teleport to another green warp in the room. Use them to cross barricades and to escape enemies.

FINDING THE FIRE-UP

Boost your blasting power with the Fire-up inside the chest. Clear a path to it by activating both green switches. The blue switches launch arrows, so use Ceedrun's shield as protection.

BOMB-UP BONANZA

To reach the room containing the Bomb-up, you must blast your way into the room to the east of room 2. Inside room 2, deactivate the spikes and navigate the warps to reach the power-up.

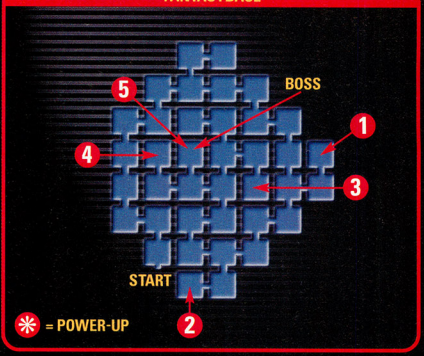
PURPLE CRYSTAL

To nab the final crystal, kick a bomb vertically through the x-shaped pipe to deactivate the top row of spikes, then kick a bomb horizontally through the pipe to disable the second row of spikes.

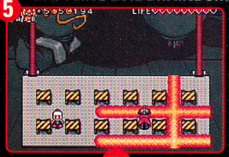
LARGE MEDICINE

Make sure your heart meter doesn't run out by keeping Large Medicine in stock. Snag the health refill by kicking bombs at the red switches and stepping on the green triangles.

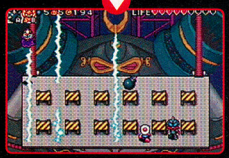
FANTASYBASE



BATTLING EVIL BRAINBOMBER



KameKing will get you into BrainBomber's lair, where you'll battle a brainwashed Max. Kick bombs at him and surround him with your explosives, then detonate them remotely using FireKong.

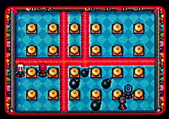


When you team up with Max to battle BrainBomber, line the top of the area with remote bombs, then detonate them when your foe touches down. Scramble across the bottom to dodge his lightning.

MULTIPLAYER BATTLE MODE

STANDARD ARENA

Up to four players can link up and have a blast in Battle Mode. Each player must have a GBA connected via a Game Link Cable, but only one Game Pak is required. Start out in the Standard Arena—it's the classic setup.



HI-POWER ARENA

The trick to multiplayer Bomberman is to find the safe spots to hide from the plus-shaped explosions. In the Hi-Power Arena, hiding becomes difficult since all explosions are magnified and extend to the ends of the area.

CONVEYOR ARENA

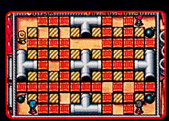
Blast away the center blocks to reveal the conveyor belt. Drop bombs on it to transport your explosives to your enemies. Change the belt's speed and direction by tripping one of the switches.

SLIPPAGE ARENA

Beware of thin ice. If you step on a crack in the Slippage Arena it will turn into a hole that will block your path. The snowy battlefield also features igloos that make perfect hiding places for bombs and ambushes.

LAND MINE ARENA

In the underwater level, step on white dots to activate flamethrower. An activated dot will sprout two cannons which will fire twin blasts, so seek shelter before they scorch you.



PIPE BOMB ARENA

Since no one can see what's inside the tunnels, they are perfect places for planting bombs. You can also use the pipes as hiding spots—just make sure that no one's filled the passage with an explosive surprise.

MOON WARP ARENA

Enter the blue warps to teleport to another part of the arena. Plant bombs around the warps to greet teleporting bombardiers with a fiery welcome.

CURVAGE ARENA

NP If you kick bombs onto an arrow, they'll slide wherever it points. Try clearing out the perimeter of the arena, then kick a bomb along the sidewalls to send it circling around the arena.

BOXING GLOVE

With the Glove power-up, you'll be able to punch bombs you've placed and send them flying over obstacles. Hit the B Button to take a swing.

BLUE GLOVE

If you have the Blue Glove, place a bomb, then tap A to pick it up. Your bomb won't explode until you throw it. Toss it by pressing the A Button a second time.

LINE BOMB

Collect Bomb-ups so you can plant multiple bombs, then snag the Line Bomb power-up so you can place all of them in a long row by pressing A twice.

BOMB KICK

The Bomb Kick power-up will enable you to walk toward bombs and kick them across the arena. Give bombs the boot when you're trapped in a blast zone.

POISON SKULL

Skulls appear if you've activated the Skulls Option. When you walk into the whammy, you'll be temporarily cursed with random bad luck, such as slow speed.

BOMB-UP

At first, you'll have to wait until your bomb blows up before you'll be able to lay another one. By finding Bomb-ups, you'll be able to place multiple bombs at once.

FIRE-UP

To increase the range of your bombs' explosions, rake in Fire-ups. With every one you collect, your blast zone will increase.

ROLLER SKATE

Stay light on your feet with the Roller Skate. By trying the power-up on for size, you'll add a little spring to your step so you can run faster.

FISHING

Whoever wins the multiplayer match will play a fishing minigame. Direct your hook through the water to reel in a power-up that you'll be able to keep for the next round.

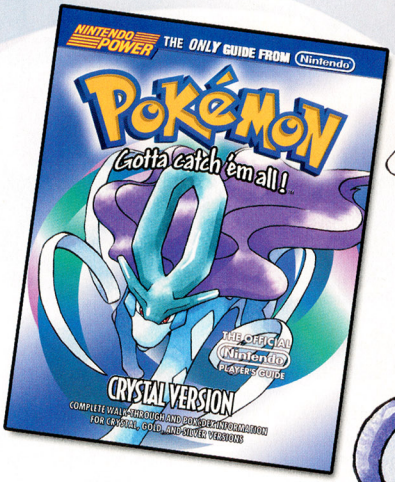
REVENGE

When the Revenge Option is activated, bombed players who've been sidelined during a match will be able to toss explosives into the arena to mess up bombardiers who are still competing.

LAST BLAST

After the dust has settled, the message is clear: Bomberman Tournament explodes with thrills for fans of almost every genre. Whether you're looking for adventure, tournament battles, puzzles or multiplayer action, Activision's bombing run is surefire fun.

GOTTA CATCH THE ULTIMATE POKéMON PLAYER'S GUIDE

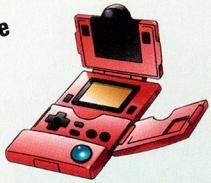


- **Detailed Maps of Every Route, Path and Town**
- **Complete Walk-through with Pokémon Training Tips**
- **Pokédex with Stats on Every Pokémon in the Game**
- **Exclusive Secrets for Pokémon Crystal Version**

THE OFFICIAL SOURCE FOR TRAINER TIPS

The Pokémon Crystal Version Player's Guide from the pros at Nintendo is your source for everything you need to know about Pokémon Gold, Silver and Crystal Versions.

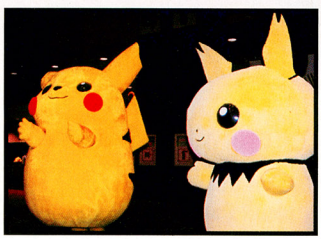
Order online at nintendo.com or call 1-800-255-3700.



Pokécenter

Pokémon at E3

Pokémon fans attending E3 got a sneak peek at two exciting new Pokémon products. The highly anticipated Pokémon Crystal was on the show floor for eager Trainers to try out. Many attendees stopped by the Pokémon Crystal area, which was located in the far corner of the Game Boy and Game Boy Advance section of Nintendo's booth, to play games and talk to some Team Nintendo personnel, who were on hand to answer questions about all of the great Game Boy offerings. Things got a whole lot cuter every afternoon when Pikachu and Pichu made their daily appearances on the edge of Nintendo's booth. Pokémon boosters of all ages gathered around the yellow duo to snap pictures of the famous Pokémon pair. Nintendo's booth also had lots of special displays, including a small plastic case that contained a Pokémon Card-e Reader connected to a Game Boy Advance. In addition to all of the cool Pokémon stuff inside the conference, there were even cool Pokémon-related things happening outside of E3. Several Pikachu Beetles and Lugia PT Cruisers were tooling around Los Angeles to draw attention to E3 and to keep everyone's minds on the Pokémon phenomenon—as if anyone needed to be reminded!



Pokéchat

Hey you, Pokéfan! Does Pokémon Yellow have you feeling blue? Is Pokémon Gold or Silver making you see red? Snap out of it and send us your puzzlers. We're up to the challenge!

Q: I Mystery-Gifted with a friend yesterday, and now I want to Mystery-Gift today, but I keep getting a message that I have to pick up a gift at a Pokémon Center. How do I pick up a gift?

A: Head to the second floor of any Pokémon Center, and talk to the man behind the very first counter. He'll be there only if you have a gift to pick up. Otherwise, there won't be anyone at the counter. The man will give you your gift. Remember to save after you pick up your gift, or you might have to pick it up again the next time you turn on your game.

Q: Where can I catch Chansey in Gold and Silver?

A: Chansey inhabit Routes 13, 14 and 15 at all times of day, but you'll have to wait quite a while for the pink Pokémon, as their appearances are somewhat rare. Keep searching those areas of Kanto until you find one!

Q: How do I thaw a frozen Pokémon?

A: There are several ways to warm up a frozen Pokémon. The items Ice Heal and Burnt Berry will do the trick, and if your frozen Pokémon happens to know Flame Wheel or Sacred Fire, it can use either move to thaw itself out.

Q: Are there any moves besides Swift that hit every time?

A: Yes, there are. Like Swift, Faint Attack and Vital Throw are high-accuracy moves that almost always hit.

Q: Can I hatch a Ditto?

A: No, you can't. You have to catch a wild Ditto whenever you'd like a new one. If you leave two Ditto at the Daycare, they will not produce an egg.

Q: Can I really get a Pikachu Bed and a Tentacruel Doll?

A: Yes, you can. Mystery-Gift regularly with the girl in Pokémon Stadium 2. Your patience will be rewarded with many fine gifts, including, quite possibly, the rare items you seek.

Q: Where is Corsola in Gold and Silver?

A: You can find Corsola by fishing with a Good or Super Rod in several places, including Routes 19, 34 and 40 and several watery spots in Olivine City, Cianwood City and Cherrygrove City. You can even find a Corsola in the waters of the Cerulean City Gym. You can catch Corsola in the morning or during the day, but never at night.

Q: Can I catch Celebi in Gold and Silver?

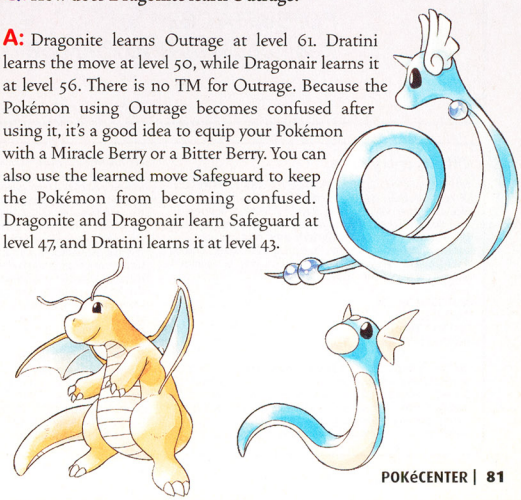
A: No. Celebi is a special Pokémon like Mew, and it cannot be caught in any Pokémon game. Sorry!

Q: Are there other big dolls besides the Snorlax that your Mom buys you?

A: Yes. You can get a Big Lapras Doll and a Big Onix Doll from Mystery Gift. They're very rare.

Q: How does Dragonite learn Outrage?

A: Dragonite learns Outrage at level 61. Dratini learns the move at level 50, while Dragonair learns it at level 56. There is no TM for Outrage. Because the Pokémon using Outrage becomes confused after using it, it's a good idea to equip your Pokémon with a Miracle Berry or a Bitter Berry. You can also use the learned move Safeguard to keep the Pokémon from becoming confused. Dragonite and Dragonair learn Safeguard at level 47, and Dratini learns it at level 43.



Celebi Revealed!

The secret timetravel Pokémon has long eluded Pokémon Trainers because it can't be caught in Gold and Silver—but it does exist!

Like Mew before it, Celebi is a mysterious Pokémon that can't be caught in the wild. The Psychic-and-Grass-type is also known as the protector of Ilex Forest.

You can get Celebi only from Nintendo, and this giveaway is one of the first opportunities in North America to win the special Pokémon!

ENTER TO WIN (the ultra rare) CELEBI!

Nintendo Power is giving away the ultrarare Celebi to **251** winners. If you would like to be among the lucky few, send in the info requested below on a postcard. We'll pick 251 winners and send for their Game Paks, so we can plant the precious Pokémon on them—then we'll send the Paks back to their owners. Winners who don't have a Pokémon Gold or Silver Game Pak will receive a T-shirt instead.

Print the following information on a postcard and send your card to this address:

Nintendo Power
Celebi Giveaway
P.O. Box 97062
Redmond, WA 98073-9762

CELEBI GIVEAWAY!

Name
Address
Telephone Number
Age
Parent/Guardian's Signature
(If you are under 13)
Type of Pokémon Game Pak You Own
(Gold, Silver, None)

T-shirts will be awarded to winners who do not own a Pokémon Gold or Silver Game Pak.

Official entry rules:

NO PURCHASE NECESSARY. PURCHASE WILL NOT IMPROVE ODDS OF WINNING. Only legal U.S./Canadian residents (excluding Puerto Rico and Quebec) who are not employees of Nintendo of America Inc. ("Sponsor") or its affiliates (or their immediate families) are eligible to enter. Void where prohibited. To enter, print your name, address, telephone number, age, Parent/Legal Guardian's signature if you are under the age of 13, and "Celebi Giveaway" on a postcard, and mail the entry to this address:

NINTENDO POWER
Celebi Giveaway
P.O. BOX 97062
REDMOND, WA 98073-9762

One entry per household. To be eligible to win a prize, entries must be completed and received by Sponsor by 8/1/01 ("Entry Deadline"). Sponsor is not responsible for: (a) late, lost, illegible, or misdirected mail; (b) disruptions or damages due to events beyond Sponsor's control; or (c) printing or typographical errors. Entrants consent to being placed on a mailing list for promotional materials. On or about 8/15/01, winners will be randomly drawn from all eligible entries by the Entry Deadline. Canadian entrants may be required to correctly answer a timed skill testing question to claim a prize. Sponsor will attempt to notify winners by mail by 9/15/01. Prizes not claimed within 14 days after notification or which are undeliverable will be forfeited and will not be awarded to an alternate winner. Unless prohibited by law, winners consent to Sponsor's promotional use of their names, likenesses and other personal information without further compensation. Odds of winning depend on number of entries. No transfer or substitution of prizes permitted, except that NOA may substitute a prize of equal or greater value for any prize. For a copy of these rules, or (after 8/15/01) a list of winners, send your request to the address above. VT residents may omit return postage. Grand Prize: 251 entrants will either have the Celebi data transferred to their Pokémon Game Paks or will win a T-shirt. Winners of the Celebi will be required to mail in their Game Paks to Sponsor. If a winner does not own a Pokémon Game Pak, they will receive a T-shirt instead. Celebi data has no retail value. Approximate value of T-shirt is $15.00. T-shirt awarded may be different than shown. TAXES ARE WINNERS' SOLE RESPONSIBILITY. Canadian duties and brokerage fee/taxes may apply. Prizes won by minors will be awarded to a parent/legal guardian on their behalf.

All prizes are awarded "AS IS" and WITHOUT WARRANTY OF ANY KIND. Winners (and if winner is a minor his or her parent/legal guardian) may be required to execute an affidavit of eligibility and release of liability as a condition of award. By entering, you (and, if you are a minor, your parents or legal guardians) release Sponsor, its parent, and their affiliates, directors, officers and employees (collectively, "Released Parties") from any liability for any claims, costs, injuries, losses or damages incurred in connection with the Sweepstakes or any prize (including those related to personal injury, death, damage to property, and rights of publicity or privacy). Entrants agree to be bound by these Rules and Sponsor's decisions, which are final. Sponsor may change these Rules and/or suspend or cancel the Sweepstakes at any time if causes beyond Sponsor's control affect the administration of the Sweepstakes or Sponsor otherwise becomes (in its sole discretion) incapable of running the Sweepstakes as planned. Any provision of these Rules deemed unenforceable will be enforced to the extent permissible, and the remainder of these Rules will remain in effect. The Sweepstakes and all accompanying materials are Copyright (c) 2001 by Nintendo of America. All rights reserved. The sponsor of the Sweepstakes is Nintendo of America Inc., ("Sponsor"), Redmond, Washington.

Colosseum

The Colosseum is the place where Pokémon Trainers gather to show off their Pokémon teams. It's also a place to learn more about training and battling Pokémon teams.

Adam Quann is a long-time Pokémon fan who uses many different items to help his Pokémon. Adam sent his team to the Pokécenter via e-mail at pokecenter@nintendo.com. We love getting mail and e-mail from our readers, but because we get so much mail, we can't possibly respond to every question or rate every team Trainers send to us. We try to answer as many questions as possible every month, but we can print only 12 teams a year.

Electabuzz

Item	Twisted Spoon

- Thunderbolt
- Psychic
- Thunder Wave
- Reflect

Steelix

Item	Hard Stone

- Earthquake
- Rock Slide
- Body Slam
- Swagger

Crobat

Item	Bright Powder

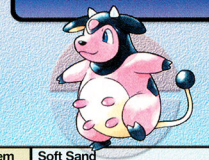
- Wing Attack
- Toxic
- Confuse Ray
- Mean Look

Houndoom

Item	Miracle Seed

- Flamethrower
- Crunch
- Sunny Day
- Solarbeam

Miltank



Item	Soft Sand

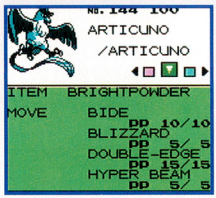
- Body Slam
- Heal Bell
- Earthquake
- Milk Drink

Slowking

Item	Quick Claw

- Psychic
- Surf
- Ice Beam
- Thunder Wave

Our featured Trainer, Adam Quann, must like the small boost that held items, such as Soft Sand and Miracle Seed, give to certain types of attacks. In many battles, including those in Pokémon Stadium 2, each Pokémon on a team has to be holding a different item—you can't have a team whose members are all holding Leftovers or Gold Berries. Adam's Crobat has an interesting combination of moves. First, Adam uses Mean Look so that his opponent can't escape. Then he uses Confuse Ray to confuse the rival Pokémon. Next, he adds Toxic to the mix, which poisons the opponent. The opponent is unable to escape as it is slowly poisoned, and it might even hurt itself in its confusion. If it does manage to attack, it might miss thanks to Bright Powder. In the meantime, Adam can use Wing Attack to slowly erase his opponent's HP. Adam uses a similar strategy with his Steelix. Body Slam may paralyze an opponent, and Swagger confuses it while raising its Attack stat. The lasting effects of Swagger and Body Slam make it unlikely that an opponent will attack. Because Swagger also raises the opponent's Attack stat while confusing it, it can help the opponent as much as it hurts it. The paralysis dealt out 30% of the time by Body Slam lowers the likelihood that an opponent will use its raised Attack against Adam.



Trade a Mewtwo, Articuno, Zapdos or Moltres from Red, Blue or Yellow to Gold or Silver to pick up Bright Powder. The item lowers your opponent's accuracy slightly, which may protect your Pokémon.

Miltank's Milk Drink works differently in and out of battle. In battle, Miltank can use the move to restore half of its HP. Outside of battle, it can donate one-fifth of its HP to another Pokémon on your team.

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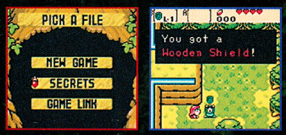
EVERYONE
E
CONTENT RATED BY ESRB

Uncover the secrets that link Link's latest GBC adventures with the innovative Legend of Zelda: Oracle of Seasons and Oracle of Ages secret system. Two big games become one intense epic!

The Adventure Continues

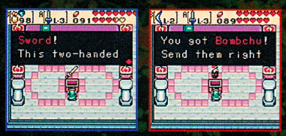
Together, Oracle of Seasons and Oracle of Ages create an adventure that is greater than the sum of their parts. Once you complete one game, you'll earn a password that you can take to the next game and unlock a world of surprises.

Start With a Secret



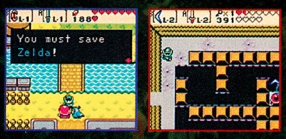
When you begin Oracle of Seasons or Oracle of Ages by entering a password that you earned after completing the other game, you'll start with the same name, four Hearts, a sword and, in Oracle of Ages, a shield.

A Link to the Past



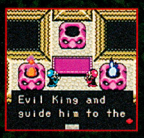
While you advance through your password-linked adventure, some characters will give you passwords that you can take to the first game that you played. You can use those passwords to earn items and upgrades.

A Twisted Tale



A password-linked game acts as a sequel to the first game that you played. That connection changes some events and places, like the Hero's Cave, different from the stand-alone adventure.

Twinrova Returns



At the end of the first game, you'll see the scheming witch sisters, Twinrova, fuming over the fact that one of their own has been defeated. The password-linked sequel starts with another Twinrova appearance.

Bring Your Rings

By consulting with Vasu and his two snakes, you can transfer the rings from your first adventure to your password-linked adventure. You can make the move with a password or two GBCs and a Game Link Cable.

Ganon Returns

After you take on the lead enemy of your password-linked adventure, you'll go up against Twinrova then engage in a final battle against one of Link's oldest and most feared enemies, the evil Ganon.

Character Crossovers

Your password-linked adventure includes appearances by several characters from the first game. Many of them reveal more about their own stories.

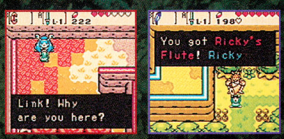
New Game, Old Friends

Many of the characters that you meet over the course of your password-linked adventure will remember you from the last game or tell you that they have heard stories about your accomplishments.

Rosa Returns

When you play through Oracle of Seasons and take on a password-linked Oracle of Ages game, you'll reunite with Rosa in a pair of Labrynna locations. A Tokay appears there in a non-linked adventure.

Adventurer's Best Friend



You will ally with one of three available pets—Moosh, Dimitri or Ricky—during your first adventure. Your main pet will remain the same when you switch over to the password-linked sequel.

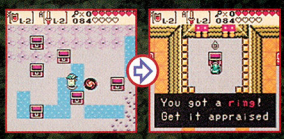
The Captain and Queen Ambi

When you play Oracle of Ages first, then a password-linked Oracle of Seasons, you'll discover that Queen Ambi and the pirate captain have a history. You'll see their story unfold as you search for the Pirate's Bell.

A Hero's Challenge

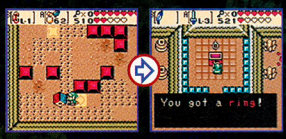
You'll find all-new Hero's Caves in both password-linked games. Each leads to a magic ring—Power Ring L-3 in Oracle of Seasons and Armor Ring L-3 in Oracle of Ages.

Hero's Cave—Oracle of Seasons



The Hero's Cave in a password-linked Oracle of Seasons game is in the same location as the original Hero's Cave, but the chambers are much more challenging. You'll need Roc's Cape to go all of the way.

Hero's Cave—Oracle of Ages



The Hero's Cave in a password-linked Oracle of Ages game is just east of the Maku Road cave in present-day Labrynna. Once you have the Long Hook from Jabu-Jabu's Belly, you'll be equipped to explore the cave.

Zelda in Distress

Princess Zelda makes cameo appearances in both password-linked games, only to be kidnapped by minions of Twinrova. When you save her, your prize will be the heart-producing Blue Joy Ring.

Zelda in Distress—Oracle of Seasons

After you clear Snake's Remains and head for Spool Swamp, you'll find Zelda in the claws of the Great Moblin and his band of Moblin robbers. When you defeat the thugs, Zelda will reward you for your bravery.

Zelda in Distress—Oracle of Ages

Miniboss Vire will take Zelda into custody midway through a password-linked Oracle of Ages game. You'll find them at the top of the Black Tower, where you'll enter into a Donkey Kong-inspired minigame.

Master Swordplay

Both password-linked games give you a chance to upgrade your sword. If you have the Noble Sword already, you'll earn the powerful Master Sword.

Sword Upgrade—Oracle of Seasons

A few rooms into the password-linked Oracle of Seasons Hero's Cave, you'll find a Zora on a raised platform. The Zora will give you a password and tell you to talk to the Zora King in Oracle of Ages.

When you give the password to the Zora King, he'll give you a sword upgrade and another password. Go inside the Maku Tree in Oracle of Seasons to get the same upgrade in your password-linked game.

Sword Upgrade—Oracle of Ages

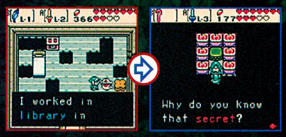
After you collect the fourth Essence of Time in Skull Dungeon, you'll meet a woman who will give you a password and a clue about the clock shop in Oracle of Seasons. Go to your saved file and dig behind the shop.

You'll earn a sword upgrade and another password in a minigame under the clock shop. Take that new password to the Oracle of Secrets in the Oracle of Ages Maku Tree to get the same upgrade in your password-linked game.

Bolster Your Shield

By password linking, you can earn a shield upgrade. If you have the Iron Shield already, the upgrade will give you the protective Mirror Shield.

Shield Upgrade—Oracle of Seasons



After you sail with the pirates, a ghost in a house, north of where the ship docks, will point you to a location in Oracle of Ages—the library in the southwest of Labrynna's past. A man will upgrade your shield there.

Shield Upgrade—Oracle of Ages

You'll find a Subrosian near the Mystery Seed Tree in the northeast of Labyrnna's past. He has a message for the Subrosian smithy in your Oracle of Seasons game. Give the smithy the message for a shield upgrade.

Have a Heart

Early in either password-linked game, you'll have the chance to gain an additional Heart Container—more endurance for the journey ahead.

Heart Container—Oracle of Seasons

After you talk to the Maku Tree for the first time, a girl near the Horon Village fountain will give you a password that you can take to the Fairies' Woods sprites in Oracle of Ages for a Heart Container.

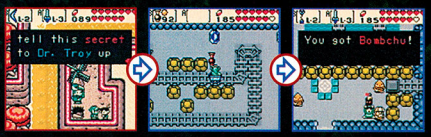
Heart Container—Oracle of Ages

After exploring Spirit's Grave, you'll discover a ghost who will point you in the direction of the Oracle of Seasons graveyard. Play a minigame in the graveyard underground for a Heart Container prize.

Bombchu Blast

A moving minelike Bombchu can be yours after you engage in one of two fun minigames. Along with the Bombchu, you'll earn a password that you can take to the Oracle of Secrets.

Bombchu—Oracle of Seasons



The one fan of the one-man band in the Woods of Winter is a pupil of Troy from Oracle of Ages. Take the pupil's password to Troy in the northeast of Labrynna's present to enter a mine cart minigame.

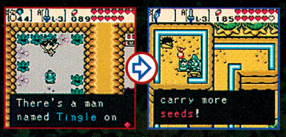
Bombchu—Oracle of Ages

A Subrosian in the northeast section of Labrynna's present has a password that you can take to a chamber in northern Subrosia in Oracle of Seasons. There, you'll enter a grass-cutting minigame.

Big Seed Bag

By meeting with some familiar Legend of Zelda characters, you can upgrade your Seed Satchel so that it holds enough Mystical Seeds for all of your seed needs.

Seed Satchel—Oracle of Seasons



Once you can change the season to winter, you can cross frozen water to a fairy in a Woods of Winter cave. She'll give you a password that you can take to Tingle in Oracle of Ages for a Seed Satchel upgrade.

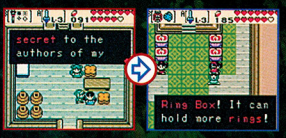
Seed Satchel—Oracle of Ages

You'll learn a password in the western woods of Labyrnna's past. Take it to a Deku Scrub in a cave that is west of the Sunken City in Oracle of Seasons. If your satchel is full, the scrub will expand its capacity.

Ring Box Expansion

With two Ring Box upgrades, you can carry as many as five magic rings—enough to hold one for any occasion. Upgrades are available in password-linked games.

Ring Box—Oracle of Seasons



Once you're out of Snake's Remains, go to the Woods of Winter house where you collected the shovel. A girl there will point you to the twins in Symmetry Village in Oracle of Ages. They'll expand your Ring Box.

Ring Box—Oracle of Ages

After you clear the Wing Dungeon, talk to Mayor Plen's grandmother in Lynna City. She'll give you a password that you can take to Mayor Ruul in Oracle of Seasons. He'll give you a bigger Ring Box.

Big New Sword

Biggoron's Sword is a heavy blade with a long reach that takes two hands to hold. You can acquire the sword in either password-linked adventure.

Biggoron's Sword—Oracle of Seasons

On your way down the mountain after getting the Goron Vase, you'll meet a Goron who will point you to the Oracle of Ages baseball minigame in the northeast of Labyrnna's past. Get Biggoron's Sword there.

Biggoron's Sword—Oracle of Ages

By talking to a Goron in the northeast of Labyrnna's present, you'll get a password that you can take to the big Goron in Oracle of Seasons. If you've already given him Lava Soup, he'll give you Biggoron's Sword.

Ring Rewards and More

Plenty of rare magic rings and a bomb bag upgrade are available to you in password-linked games, giving you a better chance for success.

Spin Ring—Oracle of Seasons

After you can change the season to autumn, talk to a Subrosian on the shore of Lava Lake. He'll give you a password that you can take to Mayor Plen in Oracle of Ages' Lynna City for the Spin Ring.

Heart Ring L-1—Oracle Of Ages

After you complete the Wing Dungeon, the Great Fairy will send you to the Temple of Seasons in Oracle of Seasons, where you'll find a ring behind a waterfall. Use Vasu's Snakes to transfer it to Oracle of Ages.

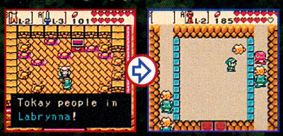
Snowshoe Ring—Oracle of Seasons

Talk to Mamamu Yan's mother in the Floodgate Keeper's house. She'll point you to Mamamu Yan's house in Lynna City in Oracle of Ages, where you can play a dog chasing minigame for the Snowshoe Ring.

Swimmer's Ring—Oracle Of Ages

You'll find a pupil of the Master Diver near the western water in Labrynna's present. Take the pupil's password to the Master Diver in Oracle of Seasons. When you pass a test, you'll earn the Swimmer's Ring.

Bomb Bag Upgrade—Oracle of Seasons



Following the Moblin Fortress battle and a conversation with the Moblins in the Sunken City, talk to a lone Moblin in the fortress ruins, then talk to a Tokay in Oracle of Ages' Crescent Island for a bigger bomb bag.

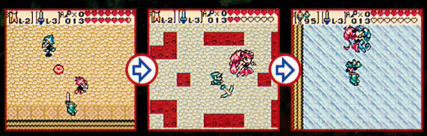
Bomb Bag Upgrade—Oracle of Ages

A girl who is south of the Black Tower will give you a password that you can take to one of the pirates in the Oracle of Seasons underground. The pirate will ask you to collect 777 piece of ore for a prize.

Big Battle Finale

Whether you fight General Onox in Oracle of Seasons first, then Veran in Oracle of Ages, or vice versa, your password-linked adventure will lead up to a battle with Twinrova and Ganon. As you make your way through the battle hall, always go in the direction where the statues are not looking.

Twinrova



When the twin witches attack separately, reflect the shots of one witch with your sword so that they hit the other witch. After they merge, protect yourself with your shield and hit them with your sword and Scent Seeds.

Ganon

Unless you have the Master Sword, you won't scratch Ganon with a regular swing. Leap over Ganon's attacks and counter with a powered-up attack. Your directional controls are sometimes reversed. Be careful.

Pack your bag, grab a walking staff and set out for adventure with one of the most popular RPGs of all time as Enix's Dragon Warrior III arrives on your Game Boy Color.

DRAGON WARRIOR III

Way of the Warrior

Our epic story begins in a far-off land known as Aliahan. As the son (or daughter) of the illustrious hero Ortega, you are called upon by the king to destroy the evil Demon Lord Baramos and restore peace and tranquility to the land. The task will not be easy, however, as you must travel to over 50 different towns, castles, caves, dungeons and shrines spread across four continents. Your only hope lies in assembling a party of seasoned adventurers to accompany you. Each main area in our walk-through is identified with a number that refers to the map to the right. We've also included a recommended level for your party members to reach before attempting an area. That information is located in the blue box at the top of the page.

Mild Violence
Suggestive Themes

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The Cult of Personality

Dragon Warrior III has a new personality system that determines your Hero's disposition. There are over 30 different personalities available. They alter text and also influence how Experience Points are awarded. A character's personality can change as you progress through the game.

Question Authority

Your Hero's initial personality is determined by your responses to a series of questions. You'll then be thrust into a scenario that will test your courage and ethics. Don't try to shape your answers to achieve a certain end—just go with your instincts. If you don't like the end result, you can change it later by reading certain books.

New Recruits

Once you have a personality, go to the castle and speak to the King of Aliahan. He will give you 50 Gold to spend on weapons and armor. After listening to his highness, head for Ruida's Tavern in the northwest corner of town to gain new teammates.

Find a Friend

The tavern contains three default mercenaries, and you can create new characters on the second floor. A standard rookie party includes a Mage, a Warrior and a Cleric, but you're free to chose from any class except Sage or Hero, the latter being the class of your main character.

Sage

Sages are the most powerful class in the game, but they're not available to you at first. Jesters can automatically become Sages later in the game, but other classes must find a special item beforehand.

Jester

Jesters have Luck ratings that are through the roof, which means enemy spells often won't affect them. The silly clowns will often disobey you in battle, however, electing to sing and dance rather than fight.

Warrior

Masters of armed combat, Warriors can use the biggest weapons and wear the heaviest armor. They're useful in almost any battle, but they can't learn magic and have low Agility ratings.

Dealer

If it's Gold you seek, take along a Dealer. The crafty merchants earn extra money from battles, and they can also appraise the value of items. Their stats are somewhat low, but they're evenly balanced.

Fighter

Fighters rely on martial arts to attack enemies. Their speed is nearly unmatched, and they deliver more critical hits as a result. Fighters can use light armor only, and they lack the Vitality of Warriors.

Cleric

Beginning players would be well advised to take along a Cleric. Clerics aren't skilled at physical combat or offensive spells, but they possess a wide range of healing spells and status-changing magic.

Thief

Thieves won't add much offensive or magical power to your team, but they often steal useful items from enemies. Thieves can also learn to sniff out hidden treasure in dungeons and caves.

Mage

Mages have low Vitality and are next to useless in physical combat, but a high-level Mage possesses a wide array of extremely powerful magic spells. They are a good fit for any team.

Changing Classes

Once you have explored deep into the world of Dragon Warrior III, you may get an opportunity to change the classes of your party members. Characters who do so lose half their stats and their experience points will return to zero, but they'll retain previously learned spells.

Medalurgy

There are two different types of medals in the game, Tiny Medals and Monster Medals. Tiny Medals are hidden all over the countryside, and you can give them to the Medal Collector in Aliahan to exchange them for prizes. Vanquished enemies will occasionally drop Monster Medals, which you can trade with friends.

Look for Tiny Medals everywhere you go. You'll often find them in chests, vases, bookcases and dressers. The Medal Collector will trade weapons and other goodies for your Tiny Medals. The list of prizes is shown to the right.

There are three grades of medals for each monster—bronze, silver and gold. There are a total of 150 Monster Medals in the game, and if you find them all, you'll reveal a truly amazing secret.

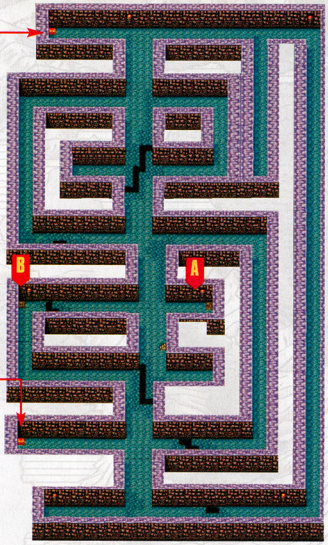
Tiny Medal Prize List

5	Spiny
10	Garter
20	Blade
30	STRring
40	INTspecs
50	Ninja
60	Justice
70	AGLscarf
80	Dragon
90	Vivify
95	Sacred
100	Gold Pass

1 Village of Reeve

Level 4-10

Once you've explored all of Aliahan Village, leave town and head west. Cross the nearby bridge and enter the cave to the south. The cave leads to Najimi Tower and the Thief Key. When you have the key, go back to the cave and explore any areas that were previously off-limits. After you clear the cave, exit it and go west until you reach the village of Reeve. Directions to the Thief Key are on the next page.



It's da Bomb

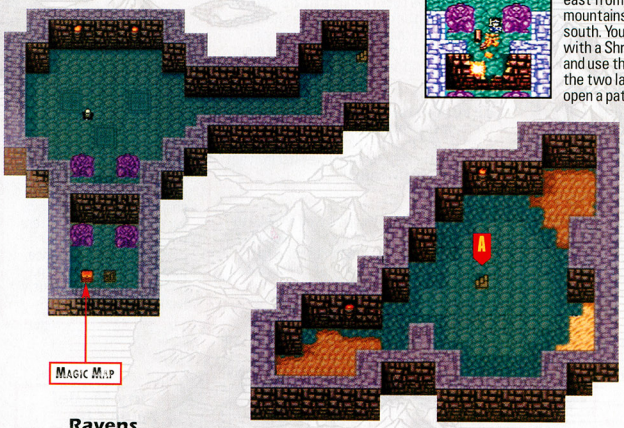
You'll have to find a Magic Bomb to proceed further. Talk to the old man in Reeve to add it to your inventory. Many towns contain different shops and people to talk to depending on whether you visit during the day or at night, so stop in at different times.

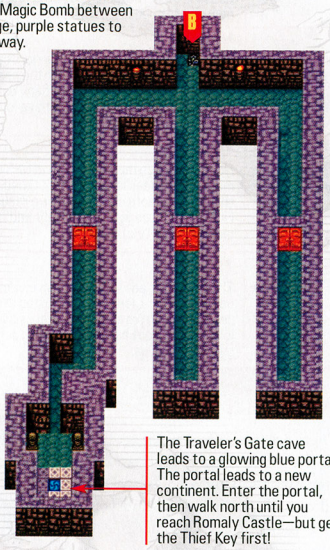
Four on the Floor

Many dungeons have black pits that drop you into nothingness, but some will take you to secret basement rooms with hidden treasure. This cave's basement is empty, but you'll want to check out pits when exploring other areas.

The Traveler's Gate

To reach the Traveler's Gate, head east from Reeve until you see mountains, then follow them south. You'll emerge in a clearing with a Shrine. Enter the Shrine and use the Magic Bomb between the two large, purple statues to open a pathway.





The Traveler's Gate cave leads to a glowing blue portal. The portal leads to a new continent. Enter the portal, then walk north until you reach Romaly Castle—but get the Thief Key first!

Ravens

Ravens aren't especially strong, but they have blazing speed and often attack twice per turn.

Slimes

The ubiquitous and somewhat cute Slimes are the mascot of Dragon Warrior, and they're harmless even in large numbers.

HornHares

HornHares usually attack in numbers. Use a weapon that harms multiple enemies, like a whip, for best results.

Recommended Items

Bronze Sword - 80G
You can buy a Bronze Sword for a measly 80 Gold. Give it to your Hero or Warrior.

Sickle - 320G
The Sickle is a strong weapon that almost any class can use. It's a little pricey, though.

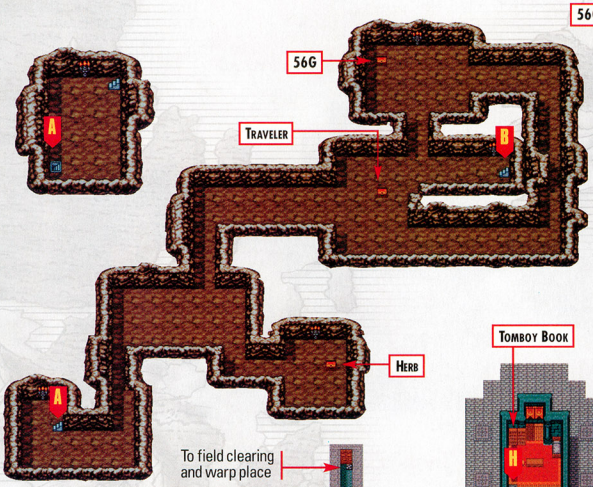
Shell Armor - 330G
Shell Armor is just what the doctor ordered for anyone except a Mage.

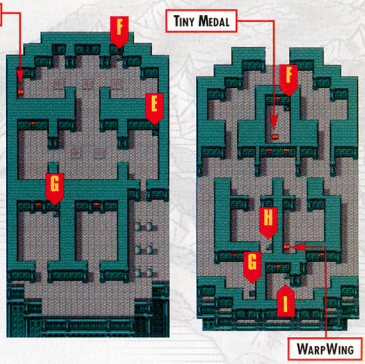
Spells Learned

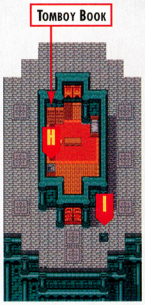
Heal
Clerics and your Hero can learn Heal, which will grant an injured party member up to 30 Hit Points.

2 Promontory Cave & Najimi Tower

There are three keys that you need to find, but once you have all three you'll never worry about a locked door again. Your first key, the Thief Key, opens red doors. It is located in Najimi Tower, which is to the west of Aliahan Village, across a small footbridge.

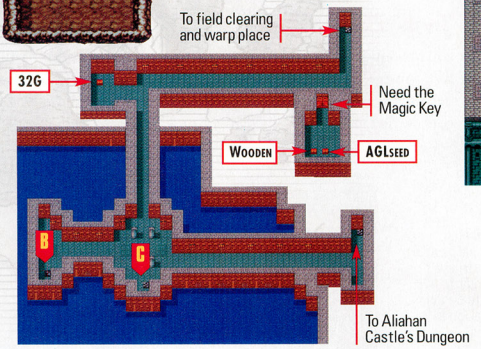


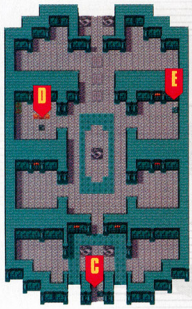


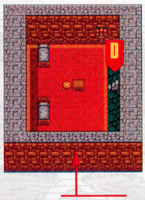


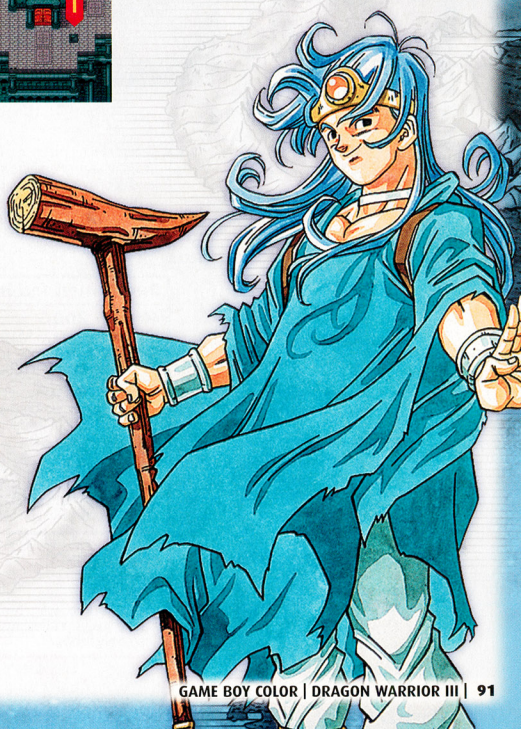
A Key for Thee

An old man on the top floor of Najimi Tower will kindly give you his Thief Key. If you are low on Hit Points or Magic Points, cough up eight Gold to stay at the Inn on the tower's third floor.









3 Town of Romaly

Level 10-15

Stock up on weapons and armor in Romaly, chat with the king about his missing Golden Crown, then move north to the town of Kazave. Kandar, the thief who stole the crown, is in a tower to the west of Kazave. Before finding Kandar, visit Kazave at night and steal a Poison Knife from the Weapon Shop.

Your Crowning Achievement

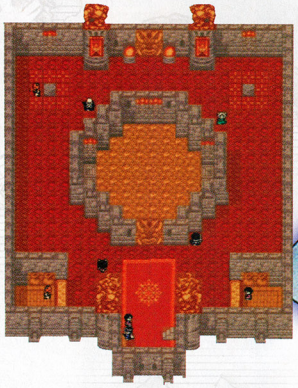
The King of Romaly is in a tizzy because his precious Golden Crown has been boosted. You'll have to make it through Kandar's Tower to retrieve the regal headgear. Maps of the tower are shown below.

Viva Lost Wages

If you're feeling lucky and need Gold on the quick, head for your local Monster Stadium—where you can bet on which monster you think will win a fight. The first Monster Stadium you'll encounter is located in the basement of Romaly's Weapon Shop.

Crime Doesn't Pay

Kandar is the first boss you'll face, and your party members should be at level 12 or higher if you hope to have a fighting chance. Take out Kandar's Goons first, then concentrate on the big man himself. The spell IceBolt is quite effective against Goons.



VenomToads

VenomToads have strong physical attacks, and they poison you with disheartening frequency. If you're poisoned, use an Antidote.

Magicians

Take out Magicians as quickly as possible. They have a large arsenal of powerful offensive spells, such as Firebolt.

Catapilas

Catapilas spend most of their time increasing the defenses of other monsters. They're not a huge threat, but they can be annoying.

Recommended Items

Knife - 200G
An ideal weapon for Mages. It won't do much damage, but it sometimes scores a critical hit.

Spear - 650G
Pick up a spear as soon as you can—it's the best weapon available at this point in the game.

Bronze Shield - 250G
Shields are used in conjunction with armor and headgear. They're often inexpensive.

Spells Learned

Return
Return lets you warp to a village or castle you've previously visited. It's incredibly handy.

Gambling Fever

Gamblers get a list of odds for each fight. If you win a bet, you'll get the chance to play again for double or nothing. There's an odd-smaker nearby who will offer you his picks for a small fee, but his information isn't very accurate.

4 Village of Noaniels

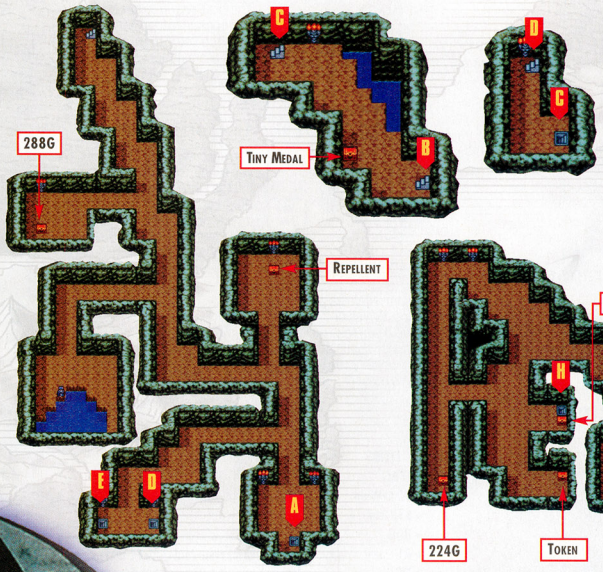
North of Kazave is the small hamlet of Noaniels, a town that has been put to sleep by angry Elves. Before you can awaken the town's denizens, you must journey west to the town of Elvenham, which is located in a small clearing in the woods. The Queen of the Elves will remove the curse if you return her missing Dream Ruby.

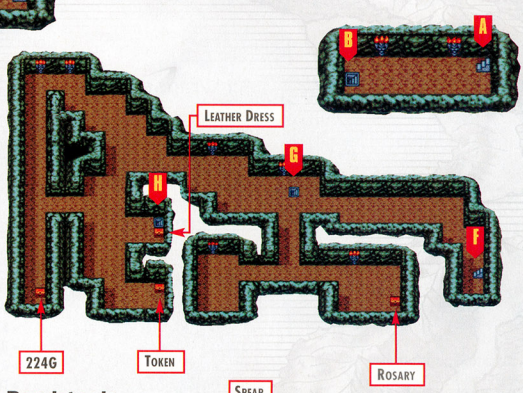
Elf Teen Angst

Long ago, the Elf Queen's daughter ran off with a human and took the Dream Ruby with her. Head south to a small cave, maps of which are shown below, to recover the jewel.

Curses!

Once you've returned the Dream Ruby to the Elf Queen, she will bemoan her stubbornness and give you a bag of Wake Dust. Go back to Noaniels and use the Wake Dust to rouse the town from its slumber.





Deadstools

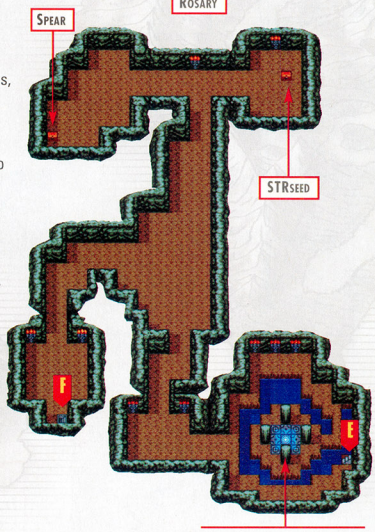
Deadstools use poison as their primary means of attack, so unless you have many Antidotes, eliminate them quickly.

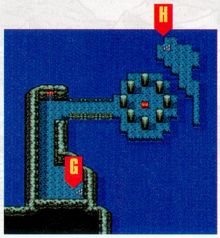
Vampires

Since your party is short of stakes and sunlight, you have to make do with a few Firebolt spells.

MadHounds

MadHounds are tough cookies, and they sometimes call up friends to assist them in battle. Strike fast and hard.



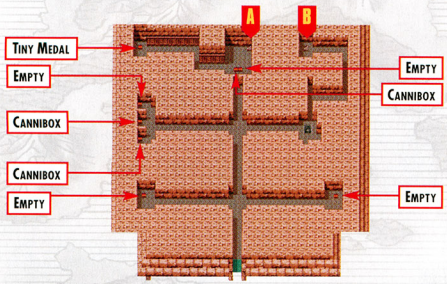


The portal in the basement of the Dream Ruby cave will restore both HP and MP.

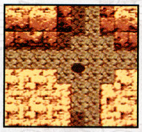
5 Town of Isis & Pyramids

Level 15-20

Your next stop is the desert town of Isis. You'll need to trek south from Noaniels to reach the desert, but pay a visit to the town of Ashalam first. Isis is located in the middle of an oasis, and you must walk into it before you'll be able to see the town. Head north from Isis to reach the Pyramids and the Magic Key.

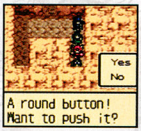


Falling Down

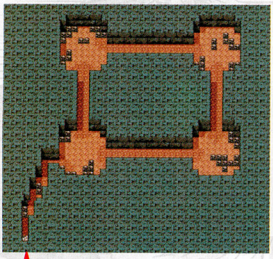


Tread carefully in the Pyramids. The first two intersections you find contain hidden pits, which will drop you into a basement. Walk around the right edge to avoid them.

Who's Got the Button?



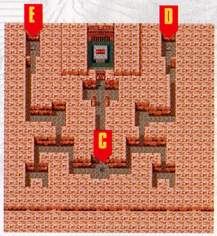
The children in Isis Castle will give you a clue to solving the Pyramids button puzzle. If you're the impatient type, push them in the following order: second from the right, second from the left, far left and then far right.

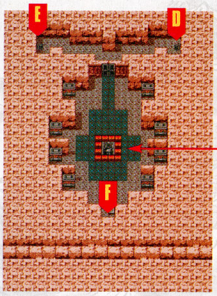


Magic has no effect in the basement—so if you fall, get out as soon as you can. It's a sure bet that Mummies are shambling toward you with malice in their hearts.

All Wrapped Up

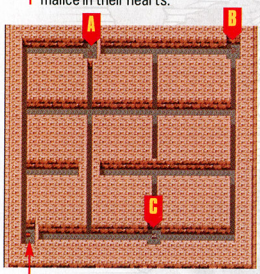
Mummies and MummyMen are plentiful in the Pyramids. Whips or Boomerangs will help you take out large groups, but magic spells are the best way to go. It you dally too long, they may call upon a powerful Hork for assistance.



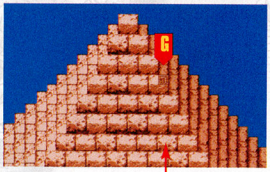


ITEMS

- 176G
- WarpWing
- STRseed
- 80G
- AGLseed
- 112G
- Skirts
- 304G
- Ruby
- 56G
- Tiny Medal
- Stone Wig

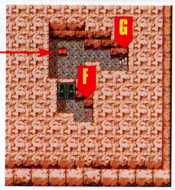


Cannibox



Your final stop on the whirlwind Pyramids tour is the top of the structure. Enjoy the view while it lasts, then step off to the left for a quick trip down.

Flashy



Recommended Items

Steel Sword - 1,300G
The Steel Sword is a great weapon at a reasonable price. Pick one up from the merchant in Isis.

Holy Staff - 2,300G
Holy Staffs are used by Clerics. The Ashalam dealer sells them for 38,000 Gold, but you can talk him down.

Iron Axe - 2,500G
Perfect for burly party members, the Iron Axe is available in Ashalam at night or in Isis during the day.

Spells Learned

Infernos
Clerics can learn Infernos, and it's a good idea to have the mighty magic before braving the Pyramids.

Trickbags
Don't be fooled by Trickbags' small size—they have a wide variety of spells at their disposal. Always eliminate them first.

Canniboxs
Disguised as a treasure chest, Canniboxes are strong enough to wipe out an entire party in one battle. Avoid them at all costs.

Mummies
Mummies aren't as strong as their cousins, the MummyMen, but they usually attack in numbers. Use fire spells to burn the bandaged ones.

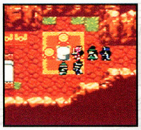
6 Town of Portega

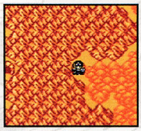
Once you have the Magic Key, use the Return spell to revisit places—especially castles—and look for new treasures. Afterward, proceed to the seaport of Portega and speak with the King. He'll give you a new quest and, if you're successful, a ship.

Spice World

The King of Portega is a portly fellow who likes nothing more than a tasty meal. Unfortunately, he's run out of pepper. Accept the King's Letter, then strike out for the small cave where Norud the Hobbit lives.

Picking up Bad Hobbits





Norud's Cave is located just to the northeast of Ashalam. Once you show Norud the King's Letter, he will open a passage that leads to the town of Baharata, where you can purchase pepper. Once you've emerged from Norud's Cave, walk south to reach the spicy frontier town.

7 Village of Baharata

The herb merchant's daughter has been kidnapped by an old foe. You'll need to rescue the perky pepper princess before her pop will give you any spice, so proceed east across a bridge, north to another bridge, then west until you find a cave.

Not without My Pepper

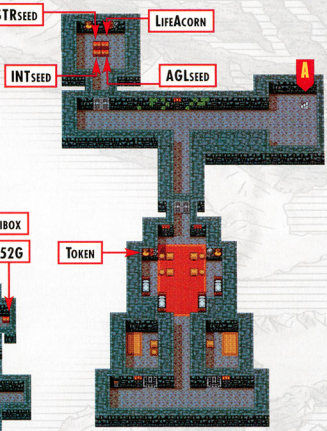
You'll find the pepper merchant's daughter and her fiancee at the far end of the cave. Throw the switch on the wall to release them both, then prepare for a fight! Use HealMore spells to ready your party.

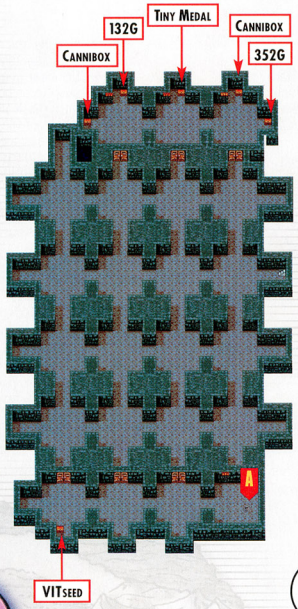
Kandar Revisited

Kandar the thief is behind the kidnapping, but he's also in front of the only exit. Use the same strategy as last time, attacking his Goons first. You should be around level 20 with good weapons and armor.

Bargain Hunting

Once you've rescued his daughter, the overjoyed pepper purveyor will give you some spice. Return to Portega and hand it over to the king to receive a ship. The new vessel lets you sail anywhere you want!



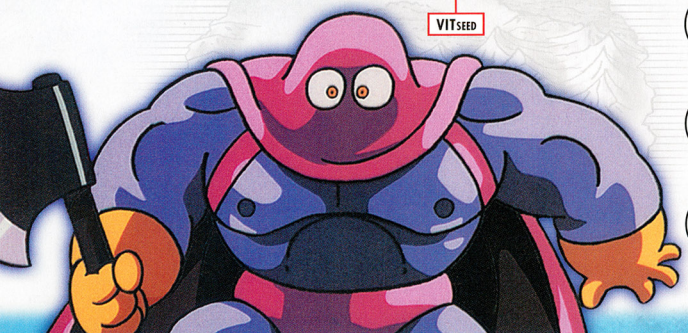


Recommended Items

Mace - 1,700G
Maces strike many enemies at once. They are great weapons for a speedy Thief.

Force Wand - 2,500G
Clerics and Mages can use a Force Wand. It causes significant damage but comes with a steep price tag.

Black Hat - 1,200G
Don't fear the black hat—buy it! Hats are a cheap way to beef up a character's defensive rating.



Catulas

Catulas have a nasty habit of casting spells that prevent your party from using magic. Take them out with heavy weaponry.

Shadowers

Shadowers are solitary creatures, and you usually encounter them only at night. A few blows from a sword will cut them down to size.

Mystifiers

The blobby Mystifiers have a number of secrets, like why they use a large, wooden crutch that's taller than they are. Watch for their poison attacks.

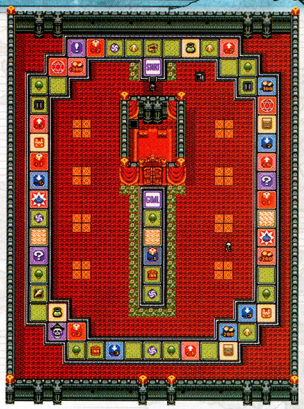
8 Game Time

Level 20-25

Take time out from your busy schedule of hacking and slashing to play a few relaxing games of Pachisi. The half-dozen tracks are scattered throughout the entire world, and you'll need to find a Token before you'll be able to play. Tokens are often hidden in vases and dressers.

A Trip 'round the Track

Great prizes await if you can finish a Pachisi track, but the game is filled with danger. You can win or lose items, Gold and even Experience Points while moving around the board!



9 Edinbear Castle

Before you can proceed to Edinbear, you'll need to purchase Hide Herbs from the town of Lancel. To find Lancel, sail to the small island shaped like Australia—it's located on the southermost part of your map, underneath the main continent.

You're So Transparent

The snooty people of Edinbear can't stand country bumpkins like you, so you'll need the Hide Herb to sneak past the guard. Once you're inside the castle you can walk about freely, but be prepared for some scornful comments.

Roll the Rocks

To solve the puzzle in the basement of Edinbear, you must push three boulders onto three blue pieces of tile. If you make a mistake, leave the room to reset them. You'll need to push the rocks in circles to complete the challenge successfully.

The Dry Vase

Solve the tricky boulder puzzle to earn the Dry Vase. The magical pottery possesses the power to raise land from the ocean floor.

King Squids

You'll find King Squids only while at sea, but their strong attacks are enough to make a landlubber out of anyone.

OldHags

Broomstick. Pointy hat. Yup, it's a witch. Take out the crones before they have a chance to call in reinforcements.

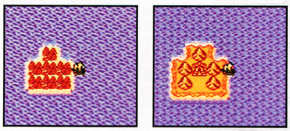
Barnabas

Barnabas is essentially a more powerful version of a Vampire. Magic spells will put a crimp in its style.

The Final Key

You must use the Dry Vase at the Shoals to find the Final Key. To find the Shoals, sail northeast. It is located in a large patch of ocean between the two main land masses, off the coast of the frozen northernmost island.

Raise the Shoals



Use the Dry Vase at the Shoals to reveal a hidden shrine. Inside the shrine is the Final Key. Once you have the Final Key, revisit old locales to see what new areas you can explore.

Onward!

Alas, monster-hunter, your quest has only begun. You still have dozens of towns to visit and places to see, so we'll continue our coverage in next month's issue. But if you've been seeking a massive adventure with liberal doses of humor and a mind-boggling number of weapons, armor, treasure and magic spells, then take up your GBC and immerse yourself in the world of Dragon Warrior III.

GAME BOY ADVANCE

Get the ultimate hand-held at "R"ZONE

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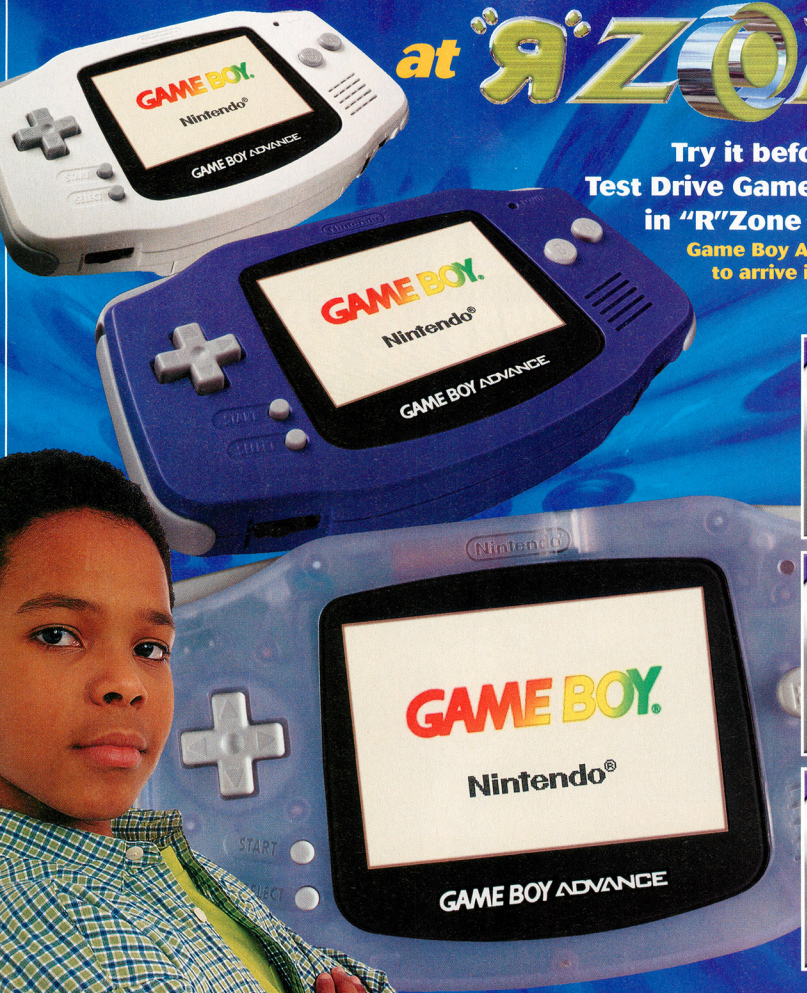

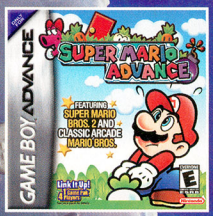

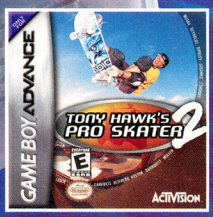

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A. How old are you?
1. Under 6 2. 6-11 3. 12-14 4. 15-17 5. 18-24 6. 25 or older

B. Sex
1. Male 2. Female

C. Do you plan on purchasing a Nintendo GameCube within the next year?
1. Absolutely 2. Maybe 3. Definitely not

D. Do you plan on owning a different next generation console within the next year?
1. Absolutely 2. Maybe 3. Definitely not

E. What Nintendo GameCube game with familiar characters are you looking forward to the most?
1. Luigi's Mansion 2. Super Smash Bros. Melee
3. Metroid Prime 4. Donkey Kong Racing
5. Star Fox Adventures: Dinosaur Planet

F. What Nintendo GameCube game with all-new characters are you looking forward to the most?
1. Pikmin 2. Kameo: Elements of Power 3. Raven Blade
4. Eternal Darkness 5. Animal Forest

G. What Nintendo GameCube sports game most interests you?
1. Wave Race: Blue Storm 2. 1080° Snowboarding 2 3. NBA Courtside 2002
4. SSX Snowboarding 5. Madden NFL 2002

H. What feature of Nintendo GameCube games most interests you?
1. Enhanced graphics 2. Deeper game play 3. More believable characters
4. Connectivity to Game Boy Advance 5. Online gaming capability

I. What game genre do you think will benefit the most from the advanced capabilities of Nintendo GameCube?
1. Action 2. Adventure 3. Sports 4. RPG/Simulation 5. Racing

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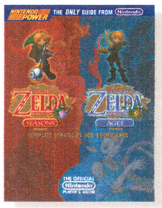
Back issues of Nintendo Power and Official Nintendo Player's Guides have all the gaming information and strategies that you won't want to miss, and it's all straight from the source.



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FIVE WINNERS will each receive a Spider-Man: Mysterio's Menace Game Pak and an X-Men: Reign of Apocalypse Game Pak. Each winner will also receive one hat and one T-shirt featuring Spider-Man or the X-Men.

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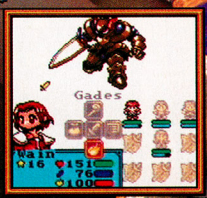
Lufia™

The Legend Returns

The time is at hand for a band of adventurers to face the reborn threat of the evil Sinistrals. Natsume's third Lufia epic arrives on Game Boy Color this summer, packing enough intrigue, role-playing and strategy to keep even the most advanced gamers busy until the leaves fall. Between Lufia and Dragon Warrior III, epic gamers can't go wrong this summer.

History Repeats Itself

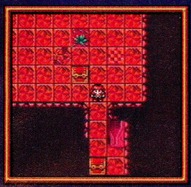
When a seer from the Northland named Seena dreams that the Sinistrals will return after an absence of 100 years, she sets out on a quest to stop them before they destroy the world. She encounters Wain, a young swordsman, and tests him to see if he is worthy of the quest. Wain proves his mettle and the duo sets off. Along the way, they meet more fighters who prove their value and join the party, and they face mysteries, puzzles, battles and betrayals as they head for Doom Island and the ultimate confrontation with evil. This month, NP will set you on a course for success.



Adventuring for Dummies

Every RPG has certain conventions that you can't ignore if you want to explore the entire game. In Lufia: The Legend Returns, there are things to look for in towns, dungeons, towers and the overworld, and there are special systems you'll need to understand. Keep in mind the set of five reminders below during your journey.

Strike It Rich

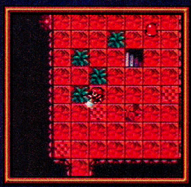


Use your sword to hit walls in dungeons and towers. You may strike it rich and find a hidden passage with treasure at the end.

Treasure Troves

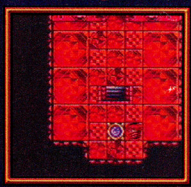
Treasure chests contain useful items or Ancient Texts. Many Treasure Chests are concealed by plants, which you can chop with your sword.

Don't Step on the Grass



Never walk over grass squares. Use your sword to cut the grass and see what's there. It could be a trap with dire consequences.

Healing Pads



In dungeons and towers, look for round pads on the floor. Solid blue pads will heal all of your party members.

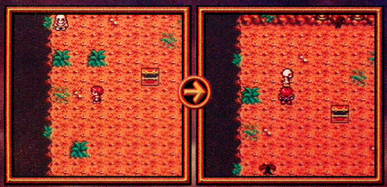
Save Pads

Save your progress before continuing in dungeons or towers when you find a Save Pad. They're often found near Healing Pads.

The Points of Battle

The land is filled with enemies that you must fight if you want to grow and move on. Battles take place in the overworld at random or when you bump into an enemy in a dungeon. You'll use weapons, items, magic and Ancient Text skills to defeat vile fiends. Whenever your party defeats an enemy or group of foes, you'll earn Learning Points (LP) in addition to Experience Points and gold. Learning Points allow characters to learn new magic spells and to add to the Spiritual Force rating of each character.

A Moving Experience

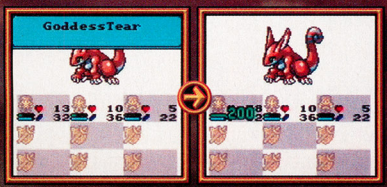


When you enter a dungeon, you'll see enemies moving about. They move when you move, and you can avoid them if you want to, but you must fight them if you want to earn LP.

Fight on Your Own Terms

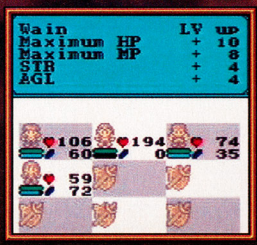
NP If you want to fight, approach an enemy from the side or front. Never let a foe surprise you from the rear. Each active member of your party can attack or help the team. For each character, pick a weapon, spell, item or Ancient Text skill to use depending on the situation.

Health Watch



Enemy attacks damage your party. Watch the health of your team members and heal them by using spells or items before they lose too many HP. Restore lost members by using Revive.

Spoils of Victory



Following a victorious battle, the game shows you just what you won. You'll earn Experience Points, gold and Learning Points. You'll also see how many Experience Points each character needs to reach the next level. During battle, you may also earn IP, or Infuriating Points, if you take damage.

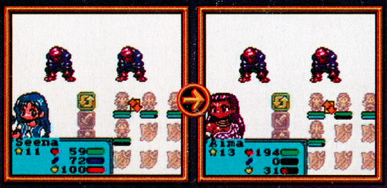
Grid Strategy

The way you position your characters on a grid dictates how they fight and what IP Skills they can learn from the Ancient Texts. Characters on the top row of each column are at the front. They'll fight any enemies they meet head on. If a member is defeated, the next character in the column enters the fray. You can change character positions at the beginning of a battle.

Spiritual Force

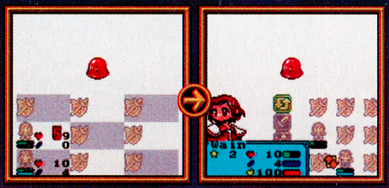
It's also important to understand the concept of Spiritual Force. To learn IP Skills, you must meet their SF requirements. Each character has one area of SF, which is indicated by the colored cross in the character's box. Characters share SF along horizontal and vertical lines. In the example, Seena gains 10 Blue SF from Melphis, 14 Yellow SF from Dei and four Red SF from Randolph. If you moved Wain into Randolph's position, Seena would gain 17 Red SF from Wain.

The Strong Shall Lead



Place your three strongest characters on the front line, with your lead character on the far left. If it turns out that a character in the second or third line is better suited to attack a particular enemy, switch that character up to the front line.

Surprise Attack!



Although you can see enemies in dungeons, they may sneak up on you and attack from behind if you don't pay close attention to them. If they do surprise you, your characters will appear out of position at the start of the battle.

Into the Breach

Characters in the second or third row will step into the hole left by a defeated character in the row ahead of them.

The Smart Shopper

You'll find items in many places in Lufia. Treasure Chests in dungeons often contain basic potions and healing items, and you may even find useful things just lying around town. But if you want to stock up without searching for goods, go to a store. Every town has one, and stores are likely to have upgraded weapons and armor in addition to staples. You can sell items in shops, as well.

Go on a Spree

The sign above the door proudly displaying the sword and potion bottle says it all—this is a place to spend your hard-earned gold.

A Slice Above

How do you know if a weapon is a good buy? Look at the arrows next to the characters. If a blue arrow points up, the item is an upgrade.

All Dressed Up

Clothing and armor serve several purposes. The numbers on the left side of the screen show how attributes change if you equip an item.

The Basics

Keep a supply of essentials in your pack. Potions for healing are critical for when you run out of magic. There are dozens of special items.

Learn the Points

You can use Learning Points to buy spells in the chapels. You can also use LP in the Wave Menu to increase a character's Spiritual Force. Both magic spells and IP Skills can be used in battle. IP Skills tend to be more potent than magic, and it's harder to refill your IP Meter than replenish your MP.

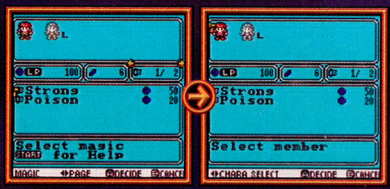
Magic

When you talk to the man in the chapel, he'll offer to save your game or to teach you magic. If you choose to learn magic, he'll show you which characters can learn which spells. Learning a spell is a simple matter of having enough LP to acquire it. The cost of the spell is subtracted from your LP. Spells use Magic Points (MP) when you cast them.

Learn Some Tricks

In most cases, it's probably enough that one character in your party learns a spell. Some particularly useful spells, such as Strong, should be learned by several members of the party.

Selecting a Spellcaster



Some characters are better suited to learn certain spells. A fighter with some magic ability is best given healing or accuracy spells. You don't want to waste the character's strength on magic instead of a weapon attack.

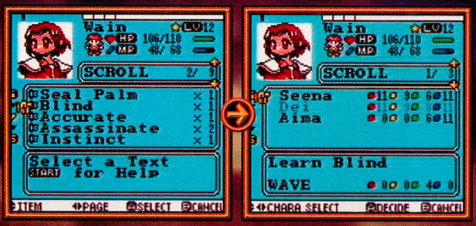
Battle Magic

Most spells are designed to be used in battle. It's useful to have at least one magic user in your front line.

Ancient Texts

The Ancient Texts are the most confusing element of Lufia: The Legend Returns. You find them during your travels, and characters can learn a particular text only if their four Spiritual Force elements match or exceed the Ancient Text IP Skill requirements. Since IP Skills require various amounts of SF, you'll need to increase SF periodically for each of your characters.

Scrolls



The Scroll Menu shows you the Ancient Text scrolls you've uncovered during the game and which characters can learn the skills. In the example, Seena and Aima can learn the IP Skill of Blind. Keep in mind that fighters, such as Aima, can learn IP Skills even if they can't learn magic.

The Wave

Build up SF in characters by expending LP on them in the Wave Menu, but make sure you really need to spend the LP.

IP Skills

At the IP Skills Menu, push Start to see an explanation of a character's IP Skills. There's a wide range of useful skills.

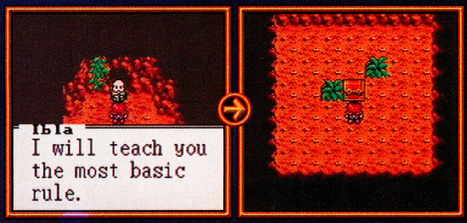
Increase Your SF

You can maximize the SF of any character by positioning it on the grid so that SF flows to it from other party members. SF flows vertically and horizontally. In the example shown here, one of the front three characters will get the double benefit of SF flowing both horizontally and vertically.

The Tower

Now that you understand everything there is to know about SF, LP and IP Skills, not to mention MP, HP and Experience Points, it's time to get going. One of the Sinistrals is already causing havoc in the Southland, and it's up to Wain and Seena to stop it. Your first challenge will be to enter the tower that rises to the north and learn its secrets.

Basic Training

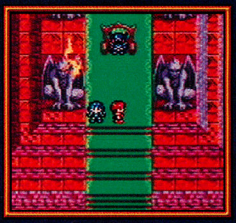


When you enter Ibla's Cave on the way to the Tower, prepare to spend some time learning about the conventions of the game. You'll learn how to detect hidden passages and zip through dungeons at high speed. Learn well.

Enter the Tower

Go to the Tower and ascend the stairs. Remember that no two trips in any dungeon in Lufia are the same.

Greeting Gades



Even though Wain insults Gades, he'll live to fight another day. It seems Gades is intrigued by him.

On to Albano

Head west young man, through the mountains to the village of Albano. You'll learn that the town is ruled by the golden fist of a rich man named Fugo. Remember that all that glitters is not gold. There's a mystery hidden in the town.

Sleepy Time

If you were hurt during your journey, visit the Inn at Albano and pay the small fee to spend the night. In the morning you'll be refreshed.

Talk It Up

It's an RPG, so your first job is to talk to everyone. Learn as much as you can about the town and its goings-on from the people.

The Rich Man and the Thief

When you finally reach Fugo's Mansion, a drama will be taking place. The wealthy Fugo has surprised a thief in his house, and the thief has grabbed Fugo's little daughter, Melissa. Once the thief runs away, Wain and Seena promise to go after him and Fugo promises a reward of half his gold.

Slani Cave

Your first big adventure begins as you set out to find the thief. There may be a nagging doubt in the back of your mind, though. Didn't Melissa say that the thief wasn't a bad person? Head west to the desert and look for a cave entrance.

Go Below

Slani Cave is filled with enemies, so it's a great place to build up experience, LP and gold. At the bottom, you'll find the thief, but just reaching the bottom level of the cave will be a challenge. Carry plenty of Heal Potions and make sure both Seena and Wain know the Strong spell.

Easy Come, Easy Go

The thief will be hiding in the bottom area of the cave when your valiant heroes arrive, but Wain and Seena will start to argue and the thief will escape. Oops! So the chase begins anew. Climb back out of the cave, then head north and east to the town of Majari.

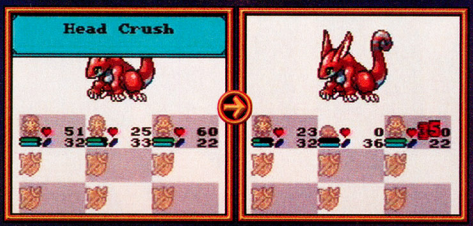
Move to Majari

Folks in the northern town of Majari have heard about Fugo, and they're not impressed with him. As you're about to leave, Dei appears suddenly, battling a monster named Belumie. You'll have to save a boy then join in the fight.

Dei's Return

After visiting everyone in town, head for the exit. That's where Dei shows up with a monster in tow.

Battle Belumie



Belumie will try to attack Kobin, so you'll take Kobin to a safe place before returning to fight the monster with Dei's help. If you defeat the monster, you'll gain lots of experience, gold and LP.

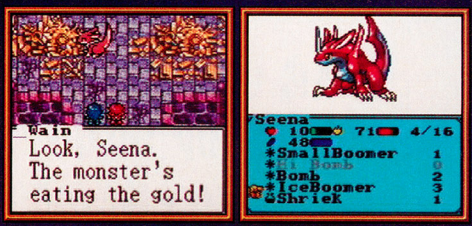
Fugo's Friend

It turns out that Belumie was Fugo's pet, and now Fugo refuses to pay up. You should have got it in writing.

Following Fugo

Return to Albano and Fugo's Mansion. There's a secret passage in the library that leads to a basement. Check the stacks of books to find the switch, then go downstairs to search for Dei's prison.

Belamie's Basement

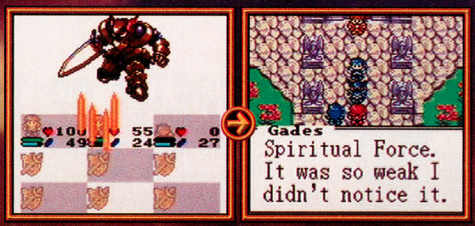


You'll have to defeat Belamie, another monster, to win Dei's release and a treasure of experience. The big baddie has about 500 HP. Wain should attack while Seena keeps party members healthy and uses items, such as Ice Boomer.

Thief of the Day

Once Belamie is no more, you can free Dei. He'll likely be quite useful in your party.

Gades Returns



After the big fight with Fugo's pet, the last thing you need is another bout with Gades the Sinistral. So guess who's waiting for you outside? You're going to lose the fight no matter what, so don't waste Revive.

Next Stop

It's time to move on to the town of Siantao, where you'll meet a fierce woman named Aima.

Just the Beginning

Nintendo Power's coverage of Lufia: The Legend Returns is just getting started. Next month, NP will introduce you to new characters. You'll right terrible wrongs, witness senseless destruction and set sail over the mighty seas in your quest to stop the Sinistrals. Natsume's RPG is a vast world in need of heroes. Applications are being taken now.

GAME BOY a-GO-GO

THIS MONTH

- GT Advance Championship Racing
- ChuChu Rocket
- Tweety and the Magic Gems
- Army Men Advance
- Hercules: The Legendary Journeys
- The Mummy Returns

GEAR UP WITH OUR GRAB BAG OF GROOVY GAME BOY GAMES!

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THE THRILL OF THE RACE

If you're a car buff or fan of simulation racing games, THQ's exhibition of speed will leave you as floored as a lead foot's gas pedal. GT Advance Championship Racing is all about authentic cars, and the GBA racer hits the road fully loaded with 48 real-world rides from top auto manufacturers like Honda, Mazda and Toyota. The fast and furious racing sim rolls out a grease monkey's paradise of upgradable parts to get your motor running, and you can head out on the highways to beat the streets, zigzagging through 32 paved and off-road courses. Complete with spinouts and fishtailing cars, GT Advance's sim stylings are unswerving, and its realism is sure to drive racing fans wild.

ROAD MODES

GT Advance Championship Racing sports a trunkload of modes and extras to tinker with, and Championship Mode is the game's main way to play. The racer's physics are accurate, so take a few test drives to get used to each car's handling.

Championship

Championship Mode features four race classes, each consisting of a unique eight-course circuit. You'll start your engine in the Beginner's Class, and you can unlock subsequent classes by placing third or better in every race on the circuit.

Quick Race

If you'd rather not compete in an entire circuit, you can cruise through a single course in Quick Race Mode. Only the tracks you've unlocked in Championship Mode will be available in Quick Race Mode.

Time Attack

Shatter your records for three-lap races and single-lap times by burning rubber in Time Attack Mode. If you compete in Time Attack Mode consecutive times on the same track, you'll race against a ghost car that represents your best time.

Practice

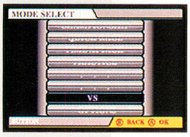
Since Practice Mode takes place on a generic track rather than on an actual course from Championship Mode, use the wide roadway to familiarize yourself with your car. Master the trick of turning by hugging the green-belts while making controlled slides.

Extra 1

If you're looking for a car that is even more compact than GT Advance's Daihatsus and Nissans, pull into Extra 1 Mode. By winning every race in Beginner's Class and Middle Class, you'll be able to putt around every course in a tiny go-cart.

Extra 2

GT Advance Championship Racing rolls out 48 name brand cars along with Extra 1 Mode's go-carts and one more special fleet of vehicles—Formula One cars. To hit the road in an F1 racer, win every race in the Professional Class of Championship Mode.



Vs.

For head-to-head and bumper-to-bumper action, link up with a friend. With two GBAs, two GT Advance Championship Racing Game Paks and a Game Link Cable, you'll be able to enter Vs. Mode and compete in two-player races.

Options

To retrieve a GT Advance password, park yourself at the Options Menu. You'll also be able to enter passwords, view your high score and adjust the sound and music.

GETTING IN GEAR

GT Advance's showroom floor boasts a bevy of vehicles from eight car companies. Only a few makes and models will be available at the get-go, and you'll be able to earn the keys to additional cars by winning races in Championship Mode.

Your Garage

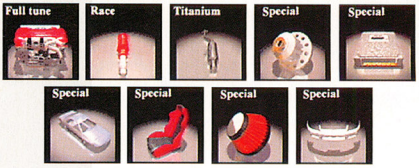
GT Advance is the first GBA game to feature real-world cars. You can choose from cars manufactured by Daihatsu, Honda, Mazda, Mitsubishi, Nissan, Subaru, Suzuki and Toyota.

TOYS IN THE HOOD

Once you've selected a car, you'll be able to soup up your ride by choosing the Tuning option from the Garage Menu. As you win races, you'll unlock various upgradable parts, which will improve your car's performance.

Custom Cool

You can adjust everything from the comfort level in your car to the engine's tuning. By winning Championship Mode races, you'll be able to earn upgrades for some of your car's attributes, including seats, grip, muffler and suspension.

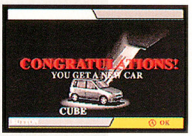


STREET SMARTS

To rule the road, you'll need to perfect your driving technique. Since the game's mechanics lean toward simulation- rather than arcade-style racing, you'll swerve or spin out if you round a corner too quickly.

Making a Brake for It

Ease up on the accelerator to round wide turns. For hairpin turns, pump your brakes or apply them briefly. If you brake while turning, the rear end of your car will swerve away from the turn, allowing you to slide around the bend.

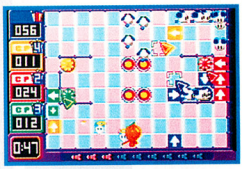


Winner's Circle

To progress to the next race in a Championship circuit, you must place third or better. If you turn in a second-place win, you'll earn a new part for your car. If you finish first, you'll add a new car to your collection.

WHAT THE CAT DRAGGED IN

When the cat's away, the mice will play, but playtime really gets fun when the cats hang around. In Sega's ChuChu Rocket, the classic cat and mouse rivalry becomes a frenzied puzzle affair as you scramble to shepherd lines of scurrying space mice into escape rockets before mobs of marching space cats can get their paws on them. Up to four players can link up and wrangle with the rodent riot, and whether you're playing multiplayer mouse hunts using one Pak or multiple Paks (game play options are available for either scenario), ChuChu Rocket's action always blasts off at hyperfast speed.



Original game © SEGA, 1999
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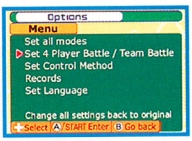
RODENT ROUNDUP

The mice, or ChuChus, walk in a continuous, straight path and if they reach a wall, they'll turn right. To guide them into their rockets and away from the cats, or KapuKapus, you must place your limited supply of arrow tiles in the ChuChus' paths.



Options Menu

Controlling the direction of your arrow tiles is the toughest part of the game, so use the Options Menu to choose the setup that helps you play the fastest. Experiment with the different setups—especially Pro, which is probably the most efficient configuration.

4-Player Battle Mode

Up to four players can compete at a time or a solo player can enter 4-Player Battle Mode against three computer-controlled players. If you're using CPU opponents, you can determine your rivals' playing style, such as whether they like mice or hate cats.

Place your arrow tiles to redirect as many mice as you can into your color-coded rocket. You'll win one point for each ChuChu that makes it aboard. Gold mice are worth 50 points, so lead them away from your opponents' launchpads and into yours.

If a red ChuChu enters someone's rocket, the game will be randomly altered. The scenario—such as the relocation of everyone's rockets or accelerated game play—will last briefly, so stay on your toes to keep up with the game's unpredictability.

A normal round has a two-minute time limit. To win a match, you must have the most points when time expires, so direct the ChuChus away from your rivals' rockets. Lead cats into them instead, since they'll subtract points.

To be a champion mouse wrangler, watch the mice and keep an eye on your opponents, too. Place arrows around your rivals' rockets to mess up the paths they've created. Stealing points from your rivals is an easy way to snag the lead.

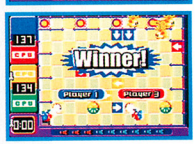
Team Battle Mode

In Team Battle Mode, you'll pair off with a CPU- or human-controlled player. As a member of a team, you must cooperate to corral as many mice as possible into your rockets.

Gold mice rack up points quickly, so make the 50-pointers a priority when they scurry into the arena. Stay a few steps ahead of them, placing arrows in their path so you can lead them into your rockets and prevent them from wandering into your opponents' pods.

If you're playing with a CPU partner, you can set its playing style before the match starts. If you prefer leading the mice into the rockets, choose "Hates Cats" for your partner's personality so your buddy will aggressively try to keep the felines out of your way.

Use teamwork. Designate one member of the team as the chief mouse herder while the other member runs interference. If you're in the latter role, focus on fending off cats and rerouting mice away from your rivals' rockets.



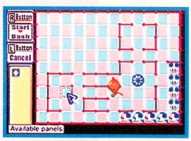
If you work with your partner, you'll be able to bang out a victory. Since each player can place a limited number of arrows at a time, be resourceful and build paths using any arrows that are already on the floor.

Stage Challenge Mode

For one-player puzzle action, beat the clock to solve the stumpers in Stage Challenge Mode. Some scenarios will require you to lead cats into opponents' rockets or to herd a set number of mice into your escape pod within 30 seconds.

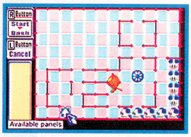
Stage Challenge Mode features 24 different timed puzzles. Since you have only 30 seconds to complete each objective, you'll have little time to fix mistakes. Try mapping out the perfect pathway before the clock starts to get a jump on the game.

You probably won't solve most puzzles on your first try, but a good effort will at least give you some clues to the solution. Observe the paths that the mice and cats take, and learn from their behavior to figure out how to fulfill your objective.

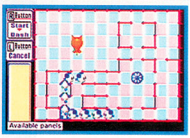


Puzzle Mode

Unlike Stage Challenge Mode, Puzzle Mode isn't a race against the clock. Instead, you have a limited number of arrow tiles, which you must place before sending the mice on their way. If you place the tiles correctly, you'll lead all mice and no cats into space.



Puzzle Mode packs a whopping 25 Normal Puzzles, 25 Hard Puzzles, 25 Special Puzzles and 100 User Puzzles (created by Japanese and European gamers who posted personalized mazes online using the original Dreamcast game).



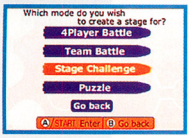
When selecting a Puzzle Mode stage, hit L or R to scroll through the Hard, User and other types of puzzles. When solving them, tap the R Button to see where the mice and cats will go. Hit L to reset their journeys, then place your arrow tiles accordingly.

CUSTOM GAME PLAY

Your brain will never get a break in ChuChu Rocket. Sega's puzzler offers plenty of mazes, and you'll also be able to design your own. With the added bonus of customization, you'll have unlimited ways to keep the ChuChu fun chugging along.

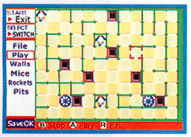
Of Mice and Menus

To create a personalized ChuChu Rocket puzzle, bring up the Mode Select Menu, then choose "Let's Create a Stage."



Labyrinth Lab

You can design a multiplayer or single-player maze. Choose from 4-Player Battle, Team Battle, Stage Challenge or Puzzle Modes to create your puzzle.

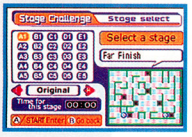


Maze Making

Hit Select to scroll through a list of the different items you can place in the arena, such as mice, walls, rockets and pits. Always test your creations before saving them to make sure a solution exists.

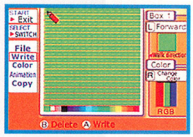
Putting It to the Test

Test out your puzzles with friends in multi-player matches or test yourself by seeing how fast you can solve your own timed Stage Challenge mazes.



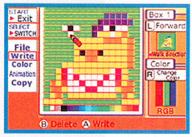
Endless Possibilities

Once you've tested and refined your personalized puzzle, select File to name and save your creation. To play it, enter Puzzle Mode, tap the R Button until "Original" appears beneath the number grid, then select your entry.



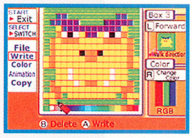
Creating Characters

If you select "Let's Create a Character" from the Mode Select Menu, you'll be able to draw your own ChuChu and KapuKapu characters pixel by pixel.



Back to the Drawing Board

Draw your personalized character on the graph using the pencil cursor. To achieve shading effects, hit Select and highlight Color, then adjust the hues of your palette to create subtle shifts in color.



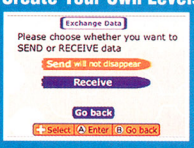
Animation Studio

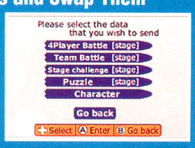
Your character will cycle through four frames of animation to create the illusion of movement. For best results, select Copy to duplicate your picture, hit L to move to the next frame of animation, then paste your drawing and modify it.

Getting into the Game

Once you've drawn your own ChuChus and KapuKapus, unleash them in the game by using the Options Menu. If you choose "Set All Modes," you'll be able to replace the game's mice and cats with the characters saved in the file you've created.

Create Your Own Levels and Swap Them





By linking ChuChu Rocket Game Paks, you can send your personalized mazes and levels to a friend. Trade puzzles with your pals and see who can solve them the fastest, or link up and play your multiplayer creations together. ChuChu Rocket's level editor is sure to keep puzzle fans purring!

SUFFERIN' SUCCOTASH!

From Mario Bros. to Warner Bros., it seems all wacky characters love to party with board games. In Kemco's Mario Party-style shindig, Bugs Bunny, Daffy Duck, Porky Pig and a host of other Looney Tunes lunatics compete in arcade-flavored minigames to earn magic gems that are scattered across international game boards. Only by finding the five magic gems will any of the Looney Tunes characters be able to save Tweety from being turned to stone by the evil forces he uncovered in the forest. The game features 16 minigames, but th-th-that's not all, folks—up to four players can join in the fun (multiple Game Paks, multiple GBAs and a Game Link Cable are required)!

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ALL OVER THE WORLD

Instead of rolling dice, you'll draw a card from a deck to determine how many spaces you'll travel on the game board. If you draw an ace, seven or joker, you'll meet up with the Roadrunner, Marvin the Martian or Taz.

Tooning In

Many popular Warner Bros. stars make appearances in the game, but only six characters are available for play. Choose from Sylvester, Bugs, Daffy, Yosemite Sam, Marc Antony or Porky Pig.

Gems of the World

You'll start the game in the forest, which features gateways to different international cities. The world map in the lower-right corner of the screen shows the gem locations, so add those locations to your globe-trotting itinerary.

Match Play

When players cross paths on the game board, they'll face off in a Match Play game. The competitors will put one of their gems at stake, and the winner of the random minigame competition will bag the jewel.

Buying and Earning Items

By winning minigames, you'll score Character Points, which you can trade for items at Lola Bunny's Shop. The items can help you navigate the game board or make things difficult for your opponent. You can also earn items by drawing an ace or seven.

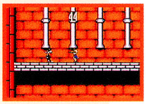
Battle On!

If you land on a red space, all players will compete in a minigame to win Character Points. Try to play as many minigames as possible, since the Character Point jackpot can buy you items that will help you earn precious gems.

MINIGAMES GALORE

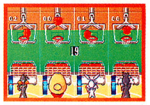
Tweety and the Magic Gems features 16 looney minigames, and 15 of them appear below (the Crush Rock game, which is similar to Crush Ice isn't shown). To play a minigame without starting a full-on board game, select Minigames from the Single Player Menu.

The Pipe



Raise the Flags

Once Again Free Throw



Hit the Ghosts

Mushroom Trampoline

Go Fly Water Rocket

Splitting Logs

Crush Ice

Treasure Diving

Coconut Throwing

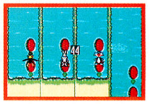
Climb the Palm Tree

Totem Pole

Next Color

Big and Small

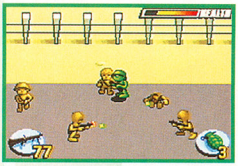
Cross on the Shells

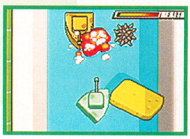


©2001 The 3DO Company

BOOT CAMP ADVANCED

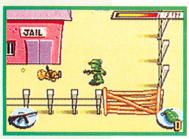
Back in service, Sarge's army of green, toy soldiers wages war on GBA to put down the Tan Army in another gung-ho battle set amidst tiny toy-world settings and in relatively oversized real-world locales. The 3DO Company's latest Army Men offering sports an all-new, stylized cartoon look, but the bullet-blazing action is as tried and true as good, ol' patriotism. For your tour of duty in Army Men Advance, you can enlist Sarge or Vikki to carry out your numerous and treacherous objectives in the war zone. The Tans won't make it an easy war for the Greens to end, so grunts and rookies alike will have a tough time being all that they can be in the tiny, plastic army.





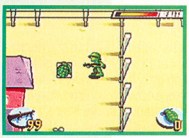
WEAPONS OF WAR

Plastro's Tan Army is out for world domination yet again, so this means war. To foil the Tan Army's plans, you'll play as a captured Vikki or Sarge. As a P.O.W., you'll be behind enemy lines and close to the heart of Plastro's military operation.



Rifle

The rifle is your basic weapon, and it comes with unlimited ammo. The gun fires slowly, but it'll do the job if you've got the patience—just keep plugging away, since most targets, like soldiers, take at least two hits to take down.



Grenades

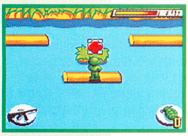
To blast your way through gates and past barricades, use a grenade. The explosive is the perfect weapon to use when you stumble into concentrated groups of enemy soldiers. Lob one into the crowd to disperse and destroy Tan mobs.

Machine Gun

If you're looking for rapid-fire action, strap on a machine gun. The quick-firing weapon is perfect for destroying vehicles in seconds, since the government-issue rifle takes a little too long to turn tanks and trucks into scrap metal.

Flamethrower

There's nothing quite like the smell of toasted plastic in the morning. To melt your toy enemies, fire up the flamethrower, a hot weapon that spews out fire.

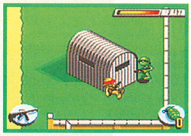


First Aid

Plastic isn't exactly bulletproof, so you'll need to fix yourself up with the first aid kits you'll find hidden along the way. Use the pick-me-ups to restore your health.

SURVIVING THE GAME

You're in the army now, so you'll have to act like a lean, mean, plastic fighting machine. To play the part, brush up on some boot camp basics. The general tips below will help you win the war instead of being a casualty of it.

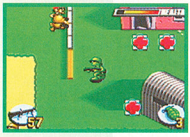


Fire Away

The Tan Soldiers may be toys, but they're not stupid. If they spot you, they'll target you, so attack them from behind and take aim from around corners and behind obstacles. Once an enemy is in your sights, fire quickly to defeat the plastic pest.

Gimme Shelter

It's not easy being a one-man or one-woman army, since there's never anyone around to watch your back. Protect yourself from sneak attacks by staying close to objects like trees and buildings. When danger arises, duck behind them.



Doctor's Orders

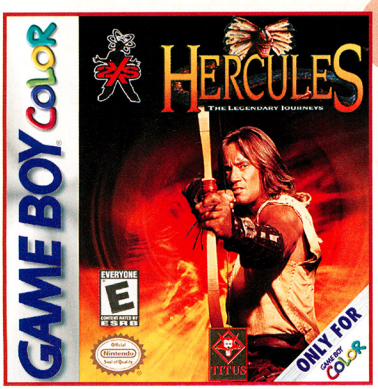
When the going gets tough, get going and seek out first aid. Retreat to a first aid kit if your health is low, then return to battle once you're stronger. Always keep your health meter filled since it's easy to get caught in the Tan Army's crossfire.

Conserve Your Heavy Artillery

Grenades and machine gun ammo are limited, so save them for when you really need them. Rely on your rifle instead. It's slow, but it can handle most situations—plus, it never runs out of ammunition.

Take No Prisoners

If you're outnumbered, outgunned and surrounded, keep moving to make it difficult for your enemies to target you. If your enemies are using rifles, charge and fire immediately after they shoot. Arming your machine gun will also save your plastic hide.



©2001 Titus.

FREAKS AND GREEKS

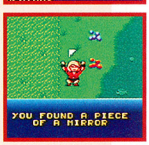
The man. The myth. The legend. The video game. Putting you in the role of hunky Kevin Sorbo, Titus has forged Hercules: The Legendary Journeys, a Zelda-style adventure based on the Greek hero's TV series. The hit show was not only popular enough to spawn a GBC game (also compatible with GBA), but it also spun off a sister series, "Xena: Warrior Princess." Titus has created a similar monster-filled adventure for Xena, too, and the two Paks can interact with one another. If you find the hidden game link item in either Game Pak, you'll be able to swap characters via the GBC's infrared port so Herc can journey through new areas in Xena's Pak and vice versa.

HERC'S WORK

A born hero, Hercules has been blessed with strength and intelligence. But pure brawn and brains won't get you through your mythical quest—you'll need to juggle an arsenal of items and weapons, too.

Arming Yourself

During your legendary journey, you'll accumulate quite the inventory of items and weapons. You can equip only two of them at a time, so mix and match your gear carefully when assigning your two items to the A and B Buttons.



Finding Items

With the help of items you'll find in the game, you'll be able to carry out your various tasks. You'll find many items on the ground while you'll receive others from friends. You can also find ammo, hearts or gold by defeating enemies.

Delivering Items

Though you're a Greek hero, you'll spend a lot of time acting as a delivery boy. Many of the items you receive are meant for other people, and you must deliver them to the appropriate characters. When giving an item to someone, equip it before talking to the recipient.

Your Arsenal

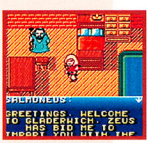
Weapons like the bow have limited ammo, so be sure you're taking your best shot when letting a precious arrow fly. Occasionally, ammo refills will appear in the place of a defeated enemy, but you should always use your ammo sparingly to ensure that you rarely run out.

Gold Rush

Hercules: The Legendary Journeys features bird's-eye-view adventuring and side-scrolling exploration. There's gold to be found in either setup, and you should collect as many coins as you can so you can afford to go on helpful shopping sprees.

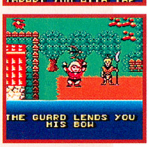
LABOR DAYS

To fulfill his heroic birthright, Hercules must perform various labors. The Herculean tasks aren't simple objectives, and they're not always obvious, either. Talk to every character you meet—various people will have the clues you're searching for.



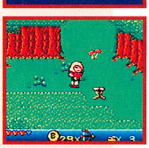
Talk to Salmoneus

When you wake up at the beginning of your adventure, walk through the house until you find Salmoneus. If you approach him, he'll describe the labor you must carry out. Your first task will be to rid the forest east of the village of all its monsters.



The Guard's Bow

After leaving Salmoneus's place, head to the northeast corner of the dock area and follow the path to the village. The guard on duty in the town's northeast corner will give you a bow so you can defend the village. To equip the weapon, press Start, then highlight the bow and assign it to the A or B Button.



These Boots Were Made for Jumping

Beyond the guard who gives you the bow is the monster-filled forest. One shot from your bow will defeat a monster, so take careful aim so you can conserve your supply of 50 arrows. As you explore the woods to exterminate all its monsters, you'll find a pair of boots that will enable you to jump.

Your Second Labor

Once you've defeated all of the forest monsters, head back to the village to return the bow to the guard. Trek back to the sailor pub where Salmoneus hangs out, then talk to him to learn about your next labor—lighting the giant's lighthouse.

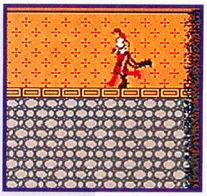
Myth Congeniality

Like most classic adventure games, Hercules requires you to chat with townspeople to find clues. As you carry out your labors and prove your heroism, the wary villagers will eventually warm up to you and help you by giving you items or clues.

©2001 Universal Interactive Studios, Inc.

PYRAMID SCHEME

Like the motion picture it's based on, The Mummy Returns for GBC (also compatible with GBA) piles on nonstop action around every turn. The ancient Imhotep has reawakened, and legionnaire Rick, Egyptologist Evelyn and desert sage Ardeth Bay must embark on a roller-coaster ride of an adventure to keep the cursed mummy under wraps. The story unravels over 11 diverse stages, ranging from swashbuckling sword duels to House of the Dead-style shootouts to side-scrolling escapes (including a hot air balloon level). The layout of each stage varies depending on the character you choose, so Universal Interactive's mummy Pak is one adventure worth returning to.



TOMB RAIDERS

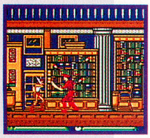
Before each level, you'll be able to choose your character. Rick, Evelyn and Ardeth Bay are the only playable characters, but they won't all be available in every level. Try replaying each stage with new characters, since the level will be different when you use them.

Run (Don't Walk) like an Egyptian

In The Mummy Returns, you'll unearth four different types of areas: escape levels, side-scrolling treks, sword-fighting showdowns and first-person target shoots. If you're playing an escape level, always stay on the go to avoid whatever's chasing you.

Jump over obstacles and gaps as you flee. You'll fly farther if you take a running start, but some platforms will require you to pause before jumping so you make a smaller leap.

The enemies in escape levels won't harm you, but they'll slow you down if you don't dodge them. Jump over or roll under enemies to avoid them and punch runaway thugs to push them out of your way.



Curses! Foiled Again!

In the fencing levels, hit the B Button to jump and tap the A Button to lunge and jab. Keep your distance from baddies while slashing, then jump backward to avoid getting poked as your enemy advances.

When you defeat an enemy in a sword fight, a health-replenishing heart will appear. Grab it to revitalize yourself since you'll usually have to duel with another sword-wielding foe immediately thereafter.

Rescue in the British Museum

If you play as Rick in the third stage, you'll explore the British Museum, blasting knife-throwing thugs. Enemies will often station themselves inside or behind the museum's display cases. Attack them while standing or crouching in front of one of the displays.

When a knife thrower attacks from atop a staircase, you'll be able to blast him while avoiding his knives if you take aim from a few paces in front of the staircase. After you've defeated the enemy, a health power-up will appear.

The Bus Getaway

In Stage 5, you'll hop a double-decker bus to escape from Imhotep's mummified minions. If you play as Ardeth Bay, you'll undertake a shooting level in which you must blast the mummies who've boarded the bus.

Blast all of the mummies before time expires. The mummies will throw objects at you, so duck out of the way by pressing and holding the B Button. Tapping B will also reload your weapon, so duck after taking a few potshots.

If you play the Bus Getaway level as Rick, you'll sword fight on top of the bus instead of shooting mummies inside of the bus. To choose Rick, select the character with the sword.

As Rick, you'll fend off five mummies in Stage 5. You'll fight each mummy one at a time, so pace yourself so you'll have enough health to carry you through all five duels.

NOW PLAYING

POWER GUIDE TO THE LATEST RELEASES JULY 2001

CASTLEVANIA: CIRCLE OF THE MOON

5

It's time to wake up and smell the coffin.

Out for blood yet again, Dracula reawakens, and Konami has sent a new vampire slayer to hunt him down in a must-have side-scroller that is stocked with blood-curdling action, sounds and graphics. Konami has created a polished package of classic Castlevania thrills, while adding a mix-and-match power system that enables you to concoct new powers by pairing magical cards you earn in battle. The card-based Dual Setup System works like a more in-depth version of Paper Mario's badge system, and it enables you to use 100 cool abilities and attacks, such as summoning fireballs or enlisting the help of guardian spirits. The DSS cards allow you to personalize your battle strategies, and the system takes the frightfest far beyond its whip-and-jump platformer roots. Challenging double-jump action still exists in the game, but Circle of the Moon's good play control guarantees the vampire hunting action isn't too much of a pain in the neck.

In addition to its superb platformer and RPG-flavored action, Castlevania boasts outstanding audio tracks and graphics. Haunting choirs, chamber music and organ melodies sound impressive, and the gorgeous Gothic backdrops are so lavishly illustrated, they seem to make Dracula's house of the undead come alive. Every aspect of Circle of the Moon is worth howling about, and it's an action game that shouldn't be passed up.

COMMENTS: **Drew**—This outclasses most of the other GBA launch titles. Its story line is dark, and so is the action on screen. You'll need a lot of light to see what you're doing, but the game is worth the inconvenience. **Chris**—The game is plenty long, and by the time you finish, you'll want to start all over again.

- Konami/64 Megabits
- 1 player
- 15 areas
- Battery-backed memory

ALAN
CHRIS
DREW
JENNI
OLIVER

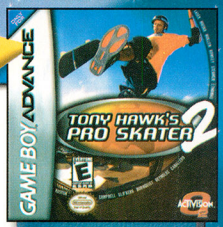
TEEN T CONTENT RATED BY ESRB

Mild violence. Animated blood.

TONY HAWK'S PRO SKATER 2

5

Hit the deck as the Hawk soars on GBA.



- Activision/64 Megabits
- 1 player
- Over 13 riders
- 7 skate parks

At first glance it looks like the N64 game, but Tony's gotten tiny and has taken his skateboard to the skate parks of GBA. Smooth animation and an even smoother ride—topped with intuitive controls and tons of wicked combos—successfully recreate the feeling of the N64 session. You'll view the game's 3-D parks (which are pretty much the same as the N64 version's) from a fixed perspective, and various obstructions will become transparent when your rider skates behind them. The setup can be a little disorienting at first, but it's no biggie and nothing that pro skaters won't get used to.

Play control has always been at the heart of Activision's Tony Hawk games, and the GBA Pak sports intuitive, responsive and convenient controls that work as smoothly as your board's well-oiled ball bearings. Just as slick is the familiar Pro Skater game play—in every park, you must bust out certain stunts and skate through strategically placed items to complete a laundry list of extreme objectives. The physics are spot on, so landing ollies and grinds feels like second nature, while the looped skate-rat tunes and realistic sound effects are crystal clear. Everything about THPS2 conveys the feel and flavor of skateboarding, and the 3-D illusion that developer Vicarious Visions has pulled off will make you forget you're playing on GBA. The wild ride looks that good, and it's even more fun to play.

COMMENTS: Drew—THPS2 demonstrates the power and potential of the GBA. Vicarious Visions set out to reproduce the feel of the N64 games, and they succeeded. Andy—Unbelievably good. Alan—Perfect for portable thrashing action. Oliver—Plays just like the original.

ALAN
ANDY
DREW
GEORGE
OLIVER

EVERYONE
E
CONTENT RATED BY ESRB
Animated blood.

BOMBERMAN TOURNAMENT

4

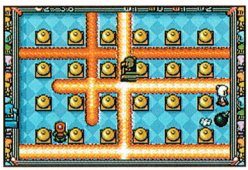
Bomberman delivers fun by the megaton.

- Activision/32 Megabits
- 1 to 4 players simultaneously
- Game Link compatible (only one Game Pak required)

In Bomberman's previous handheld outing, the demolitions expert dabbled in Pokémon-tinged game play as he collected, bred and battled evolving critters called Charaboms. The catch-'em-all aspect of Bomberman Max for GBC was a nice addition, but Hudson Soft's classic formula of explosive bombing runs and puzzle busting wasn't something that needed a Pokémon-style gimmick. In Activision's Bomberman Tournament for GBA, Hudson has struck a finer balance in concocting its Molotov cocktail of critter collecting (they're called Karabons this time around), tried-and-true Bomberman ballistics and pyro puzzle play.

While tournament battles are still a part of Bomberman Tournament, the Karabon fights are superfluous and, sadly, they involve little strategy. The good news is that the Karabons are really in the game to serve as Bomberman's sidekicks, and they'll give you new abilities that can help you solve puzzles in the game's five dungeons and reach new areas in the overworld. Bright, cheery graphics, great controls, peppy tunes and the occasional minigame top off the very fun Quest Mode, and the adventure always emphasizes using loads of power-ups to make things go boom in cool, new ways.

Of course, no Bomberman game would be complete if you couldn't call in the bomb squad for a multiplayer blast. The four-player mode (choose from eight different arenas) is pure dynamite, and it's something you'll surely play long after you've completed Bomberman Tournament's Quest Mode.



COMMENTS: Oliver—It's great to see Bomberman returning to its roots. One of the best multiplayer games ever created. George—Bomberman really shines in Battle Mode. If I weren't writing about it right now, I'd be playing it.

ANDY
GEORGE
JASON
JENNI
OLIVER

EVERYONE
E
CONTENT RATED BY ESRB
Mild violence.

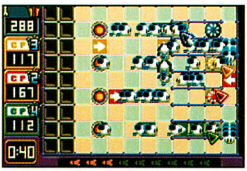
CHUCHU ROCKET

Blast off with fast-paced puzzle fun.

4

Sega launched ChuChu Rocket as the Dreamcast's first online game capable of network play over the Internet. On Game Boy Advance, the rocket blasts off again, and this time the energetic puzzle game is primed for multiplayer action via Game Link Cables. The head-spinning challenges are as fast and furious as those in the original, and the GBA version still emphasizes the Dreamcast version's multiplayer connectivity—up to four players can link up to compete in battles royal or team competitions, and they can also trade the puzzles they've created and the characters they've drawn and animated in ChuChu Rocket's Edit Modes.

Just like in the original, you must strategically place arrows on a grid to corral lines of space mice (ChuChus) into escape rockets. Hungry cats are hot on the ChuChus' tails and you must scramble to herd the mice into their spaceships before the cats can reach the rodents or rockets. Multiple control setups make the frantic task of playing space shepherd a little more manageable, but you'll still have difficulty keeping up with the lightning-fast puzzles and unpredictable bonus scenarios. A fun test of reflexes and split-second problem solving, ChuChu Rocket soars with 200 challenges plus personalized puzzles that are limited only by your imagination. Sega's mouse hunt looks cute but plays tough, and it's a must for any fan of puzzle games or multiplayer mayhem. Simply put, it's the cat's meow.



- Sega/32 Megabits
- 1 to 4 players simultaneously
- Game Link compatible (Multi- and Single-Pak)

COMMENTS: **Jenni**—A puzzle game for people who can think really, really fast—and then work twice as fast. **Jason**—Chaotic fun with enough puzzles and editable features that the hyperkinetic game will never get boring.

ANDY
CHRIS
JASON
JENNI
SONJA

EVERYONE
E
CONTENT RATED BY ESRB

GT ADVANCE CHAMPIONSHIP RACING

Race real cars real fast.

4

THQ revs up the realism in a sim-style racer that's souped up with 32 tire-burning tracks and 48 name-brand cars. Licensed to drive with sporty models (along with a few less sleek, boxy compacts) from Daihatsu, Honda, Mazda, Mitsubishi, Nissan, Subaru, Suzuki and Toyota, GT Advance Championship Racing matches its stellar lineup of autos with a top-notch racing game that's just as high performing. Smooth animation, fast action and graphics that sport fine details and nice shading effects turn GT Advance into a ride worth rallying for.

What will really persuade racing fans to log plenty of miles in GT Advance Championship Racing are its controls. The game boasts responsive steering and a fine-tuned physics engine, which is realistic enough that you'll fishtail around corners but not so frustratingly accurate that driving becomes impossible. The buzzing sound of car engines and zippy music hardly make the game a must-hear experience, but you won't have time to notice as you're careening around hairpin turns in the game's slew of city and off-road tracks. Along the way, you'll also earn new parts for your ride and new vehicles to add to your garage. With the incentive of winning extras—including access to special modes featuring Formula One racers and go-carts—GT Advance Championship Racing is a car buff's paradise and a worthwhile game for racing fans to take for a test spin.

- THQ/64 Megabits
- 1 or 2 players simultaneously
- Game Link compatible (multiple Game Paks required)

COMMENTS: **George**—The most realistic racing game (so far) for GBA. **Jenni**—You get a real sense of speed. You're never completely convinced that you're racing a car, but with all the twists and turns on the excellent tracks, you won't really care that much.

ALAN
CHRIS
DREW
GEORGE
JENNI

EVERYONE
E
CONTENT RATED BY ESRB

ARMY MEN ADVANCE

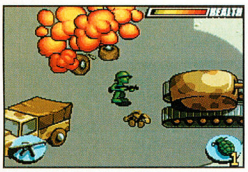
3DO's plastic platoon gets a face-lift.

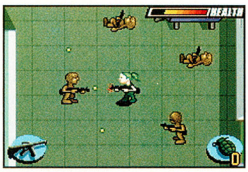
3

- 3DO/32 Megabits
- 1 player
- 2 playable characters
- 17 levels

Despite its whimsical concept that deals with toy soldiers fighting in real-world settings, such as bathtub harbors filled with plastic battleships, the Army Men series has always gone for realism. In the toy troops' first GBA game, 3DO marches out a more fanciful, cartoony look that seems better suited to the game's toy world shtick. Previous Army Men tours of duty for Game Boy looked as drab as Sarge's olive fatigues, but 3DO has gussied up things graphically, and the result looks great. The stylized appearance punches up the flag-waving action with the charm it needs, which is particularly welcome since previous GB Army Men games featured dull graphics that were just too tiny and lifeless to care about. With AMA's bold, new look, commanding Sarge or Vikki simply seems more fun.

Cosmetic changes aren't the only things helping Army Men Advance earn its stripes—the shoot-'em-up boasts improved controls, good sound and tons of diverse objectives for you to carry out from behind enemy lines. Whether you're sneaking past rival soldiers or driving a tank through the crossfire, the gung-ho action is always intense. Compared to other Army Men games, the slick Army Men Advance does an about-face in the right direction—toward achieving full-steam action that's fun to play, fun to look at and easy to control.





COMMENTS: Drew—The omnipresent Army Men are waging war on the GBA front, and we're pleased to report it's a decent game. Jenni—A huge step up in the world of portable Army Men games. The game is tough but not impossible, and the missions aren't completely stupid. Oliver—I'd call this Army Men Average. Alan—Fun, cheery graphics, decent sound and, most shockingly of all, tight play control!

ALAN
DREW
JASON
JENNI
OLIVER

EVERYONE — Mild violence.
CONTENT RATED BY ESRB

TWEETY AND THE MAGIC GEMS

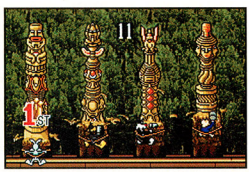
I tawt I was pwaying Mawio Pawty.

2½

- Kemco/32 Megabits
- 1 to 4 players simultaneously
- Game Link compatible (multiple Game Paks required)

In a Looney Tunes-themed board game, Warner Bros. characters race across game boards set in international locales to compete in minigames and collect magic gems. The minigame blowout features 16 arcade-style activities, such as challenges modeled after Simon Says and Whack-a-Mole, as well as a basketball free throw competition, races and guessing games. Tweety and the Magic Gems sounds like Mario Party, and it plays like a watered-down version of the N64 game, but Kemco has also restructured things to present its board game in a new way.

After unwittingly unleashing the evil forces in the Looney Tunes forest, Tweety Bird finds himself cursed and turning slowly to stone. Only five magic gems scattered across the world can save him, and Bugs, Daffy, Porky and three other characters must scramble across the global game boards to find them. The paper-thin plot may not sound like anything that would happen in a kooky Looney Tunes cartoon, but the premise lends an urgency to the turn-based proceedings, since Tweety solidifies with every step you take. Random challenges, head-to-head battles, in which you put your gems up for grabs, and interconnected game boards that allow you to globe-trot to different cities keep things unpredictable, if not always cute. The minigames are basic and simple, but for Looney Tunes fans and beginners, Tweety's board game makes for a sweet and light alternative to Mario Party.



COMMENTS: Jenni—The minigames are too few and far between, and they're not quite as inspired as some Mario Party games. Jason—Breezy fun for younger gamers. Oliver—It's nice to see someone bringing Mario Party-style game play to GBA.

ANDY
DREW
JASON
JENNI
OLIVER

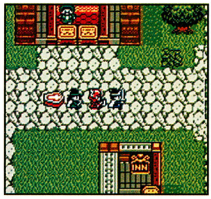
EVERYONE
CONTENT RATED BY ESRB

DRAGON WARRIOR III

Enix polishes up an NES classic.

4

In its revamped and graphically enhanced version of the NES classic, Enix has tweaked the great Dragon Warrior III into an even better game. You begin the sword-and-sorcery RPG with a personality quiz, and your answers determine how other characters in the game will react to you. For every situation in the epic adventure, there are tons of possible responses, and the one you will receive depends on your character's personality, choices and gender—as well as the genders of your fellow party members. The game personalizes the challenging and absorbing quest according to the choices you make, so the well-written game never plays like an uninspired, generic adventure. Enix's painstaking efforts are apparent—the environments are sprawling (you'll explore acres of territory and embark on countless side quests), the monsters you meet are numerous and original (Dragon Ball Z's creator, Akira Toriyama, designed the game's 150-plus creatures) and situations are always changing to guarantee that the game is different on subsequent plays (different creatures pop up depending on the time of day). Fans of role-playing games and involved game play will find that Dragon Warrior III is worth rediscovering, and the addition of new dialogue and monster animations are icing on an already excellent treat.



COMMENTS: Oliver—The best RPG you can get for GBC. The improved story and graphics make it worthwhile. Alan—There are tons of minigames and side quests to keep even the most attention-span-deprived of us amused for weeks. Drew—If you have the time and you like the genre, DWIII is an experience you shouldn't pass up.

- Enix/32 Megabits
- 1 player
- GBC and GBA compatible
- Game Link compatible

ALAN
CHRIS
DREW
JENNI
OLIVER

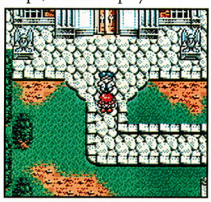
TEEN T CONTENT RATED BY ESRB
Mild violence. Suggestive themes.

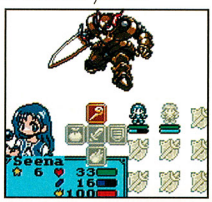
LUFIA: THE LEGEND RETURNS

The Sinistrals strike back on Game Box Color.

3

It may not be as advanced as GBA, but Game Boy Color has the power to play host to some pretty big games, too. Lufia was an epic adventure from the Super NES days, and Natsume has created the third installment of the role-playing game for GBC. In Lufia: The Legend Returns, the evil Sinistrals return and you must summon the spiritual forces of the world to prevent the arrival of doomsday. Your quest spans four continents, and each is home to numerous caves, dungeons and towns. The layout and design of each dungeon changes whenever you reenter the area, so your journey will constantly be in flux. Some of the coolest features in the game are the evolving maps, and role players will also love how you can assemble a party of up to nine warriors. When combat situations arise, you'll call in three of them and strategize their tactics using a wide variety of spells, attacks and moves. The battle setup and mapping system are pretty nifty—too bad the game's murky graphics, beeping music and sluggish walking controls in the overworld (and even pokier text messages) aren't up to the same standard. The ho-hum story is by-the-numbers Sci-Fi Channel fare, but the adventure features an ambitious party-adventuring system and randomized layouts that are well worth noting—and worth the time of fantasy fans in search of a challenging diversion.





COMMENTS: Chris—If you plan on choosing one RPG to play this summer, choose Dragon Warrior III. While there are some inventive concepts in this game, they're seldom used and poorly implemented. Alan—It has a combat system that's deep and involved, yet easy to use. Sonja—The new party setup system is pretty complicated, but it makes this game better than the average RPG.

- Natsume/16 Megabits
- 1 player
- GBC and GBA compatible
- 9 party members

ALAN
CHRIS
JASON
JENNI
SONJA

EVERYONE E CONTENT RATED BY ESRB

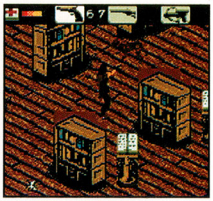
ALONE IN THE DARK: THE NEW NIGHTMARE

2½

Infogrames's survival horror game creeps onto GBA.

After sending chills down the spines of home computer users, the Alone in the Dark series reemerges from the shadows to bring a new nightmare to GBC. The thriller from Infogrames retains its Resident Evil-style game play on GBC as you guide supernatural detective, Edward Carnby, across fixed backdrops. Scene after scene, the graphics are jaw-dropping, wonderfully illustrated with tiny details muddied with somber colors and spooky atmospherics.

In classic survival horror style, AITD: The New Nightmare requires you to search for items embedded in the scenic, interactive backgrounds to solve a mystery. You're on the case of a suspicious murder, and your sleuthing has taken you to a mysterious island and shadowy mansion. Refreshingly, maneuvering around the creepy isle's stationary backdrops isn't nightmarish at all. That's a big plus, considering many survival horror games are cursed by dizzying controls when played on a PC. The big minus for AITD, however, is that the action is stop and go. Every few steps, you'll encounter things that go bump in the night, and you must fend them off as the perspective switches to a bird's-eye view of the action. Curiously, the controls get a bit awkward and sluggish during the shootouts. Perhaps that's the scariest part of the game, but Alone in the Dark is nevertheless a valiant and great-looking effort. As a slowly unfolding adventure, it's decent, but it's lacking in spine-tingling thrills and chills.



COMMENTS: Alan—There's just not a whole lot of game here. Chris—It's really just a vehicle for some of the most impressive backgrounds ever on GB. Drew—It plays like a slide show, and the hero looks like Cornelius from *Planet of the Apes*. Jason—So boring, it's scary. No wait—it's not scary, it's just boring.

- Infogrames/32 Megabits
- 1 player
- GBC and GBA compatible

ANDY ★★★
CHRIS ★★½
DREW ★★
JASON ★★½
JENNI ★★½

TEEN T Violence.
CONTENT RATED BY ESRB

KEY

Adventure, Arcade, Fighting, Platform, Puzzle, RPG, Racing, Shooter, Sports, Strategy

★★★★ Sweeeeet!
★★★½ Wicked Cool!
★★★ Phat!
★★ Decent.
★ Lame!
Stank!!!

ESRB RATINGS

To contact the ESRB, call 1-800-771-3772.

The Entertainment Software Rating Board evaluates each game's content and assigns one of the following ratings to reflect the appropriate age group for the game.

- EC Early Childhood
- T Teen (13+)
- AO Adult (18+)
- E Everyone
- M Mature (17+)
- RP Rating Pending

CRITICAL MASS

Each game's overall score is an average of *all* of the critics' scores. To describe their unique, personal tastes, each of NP's diverse critics has ranked 10 game genres in order of preference, with the favorite type of game appearing first.

ALAN:
ANDY:
CHRIS:
DREW:
GEORGE:
JASON:
JENNI:
JILL:
OLIVER:
SCOTT:
SONJA:

COMING NEXT ISSUE . . .

Volume 147 August 2001

Pokémon Crystal

You gotta catch next month's in-depth look at the latest Pokémon game! We'll have even more info about the new Crystal-only features, including detailed info on the extremely challenging Battle Tower.

Super Street Fighter II Turbo Revival

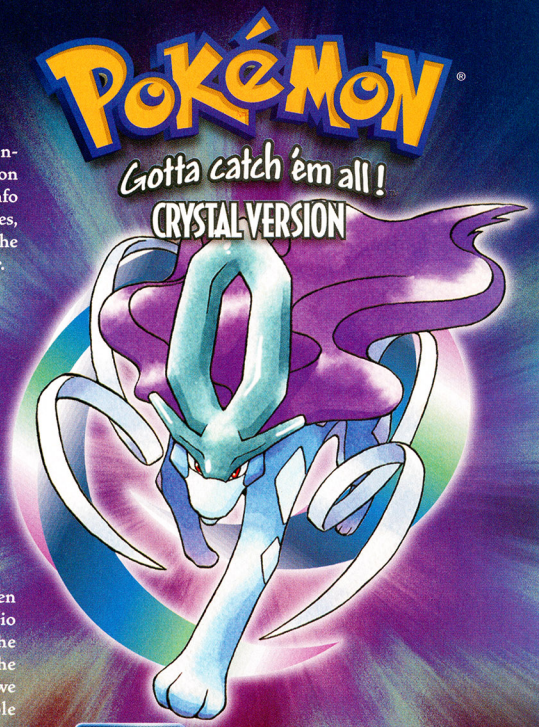
Nintendo Power gets turbocharged next month with a review of Super Street Fighter II Turbo Revival. Stick with us—you'll be street-smart in no time.

Mario Kart: Super Circuit

We've finally gotten the green light for a preview of Mario Kart: Super Circuit for the Game Boy Advance! Hit the circuit with us in August as we test-drive Mario's portable racing Pak.

Tony Hawk's Pro Skater 2

Unleash your inner skate punk with NP's coverage of the second Tony Hawk title for the N64. We'll show you how to pull wicked tricks in seconds flat.



PLUS!

- FORTRESS
- NAMCO MUSEUM
- DRAGON WARRIOR III, PART TWO
- LUFIA: THE LEGEND RETURNS, PART TWO
- JURASSIC PARK 3: THE DNA FACTOR

NINTENDO POWER BACK ISSUES

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Volume 145 (June '01): Super Mario Advance (GBA), Rayman Advance (GBA), F-ZERO Maximum Velocity (GBA), Pinobee: Wings of Adventure (GBA), The Legend of Zelda: Oracle of Seasons and Oracle of Ages (GB), Pitfall: The Mayan Adventure (GBA), Castlevania: Circle of the Moon Preview (GBA), E3 Special Report, Tony Hawk's Pro Skater 2 Preview (GBA).

Volume 144 (May '01): The Legend of Zelda: Oracle of Ages and The Legend of Zelda: Oracle of Seasons (GB), Mario Party 3, Xena: Warrior Princess (GB), Indiana Jones and the Infernal Machine (GB), Super Mario Advance Preview (GBA), F-ZERO Maximum Velocity Preview (GBA), Dragon Warrior III Preview (GB), Rayman Advance Preview (GBA), 2000 Nintendo Power Awards Winners.

Volume 143 (Apr. '01): Dr. Mario 64, Pokémon Stadium 2—Part 2, Aidyn Chronicles—Part 2, Kirby Tilt 'n' Tumble (GB), Magi-Nation—Part 2 (GB), Game Boy Advance Launch, Mario Party 3 Preview, The Legend of Zelda: Oracle of Ages Preview (GB), Indiana Jones and the Infernal Machine Preview (GB).

Volume 142 (Mar. '01): Pokémon Stadium 2, Paper Mario—Part 2, Aidyn Chronicles: The First Mage, Mickey's Speedway USA (GB), Magi-Nation (GB), Warriors of Might and Magic (GB), Scooby-Doo! Classic Creep Capers (GB), The Legend of Zelda: Oracle of Seasons Preview (GB), 2000 NP Awards Nominations.

Volume 141 (Feb. '01): Paper Mario, Mega Man 64, *Star Wars*: Episode I: Battle for Naboo, Player's Choice (Perfect Dark, Pokémon Stadium, Pokémon Snap, Super Smash Bros., Donkey Kong 64), Heroes of Might and Magic II (GB), Hype: The Time Quest (GB), Mario Tennis (GB), Pokémon Stadium 2 Preview, Magi-Nation Preview (GB).

Volume 140 (Jan. '01): Spider-Man, Banjo-Tooie—Part 2, The Legend of Zelda: Majora's Mask—Happy Mask Hunting, Tom and Jerry in Fists of Furry, Mega Man Xtreme (GB), Metal Walker (GB), *Star Wars*: Episode I: Obi Wan's Adventures (GB), Robopon: Sun Version (GB), The Powerpuff Girls in Bad Mojo Jojo/Paint the Townsville Green (GB), Aidyn Chronicles Preview, Heroes of Might and Magic II/Warriors of Might and Magic Preview (GB).

Volume 139 (Dec. '00): Banjo-Tooie, Indiana Jones and the Infernal Machine, The Big Takedown: WWF No Mercy vs. WCW Backstage Assault, The World Is Not Enough, Ready 2 Rumble Boxing: Round 2, Midway's Greatest Arcade Hits Volume 1, Pokémon Puzzle Challenge (GB), Pokémon Gold & Silver—Part 3 (GB), Donkey Kong Country (GB), Disney's Aladdin (GB), Marvin Strikes Back (GB), Paper Mario Preview, Mario Tennis Preview (GB).

Volume 138 (Nov. '00): Hey You, Pikachu!, The Legend of Zelda: Majora's Mask—Part 2, Mickey's Speedway USA, Disney's Donald Duck: Goin' Quackers, Ms. Pac-Man: Maze Madness, Cruis'n Exotica, Sydney 2000, Rugrats in Paris: The Movie, Pokémon Gold and Silver—Part 2 (GB), Harvest Moon 2, *Star Wars*: Episode I: Battle for Naboo Preview, Spider-Man Preview, Indiana Jones and the Infernal Machine Preview.

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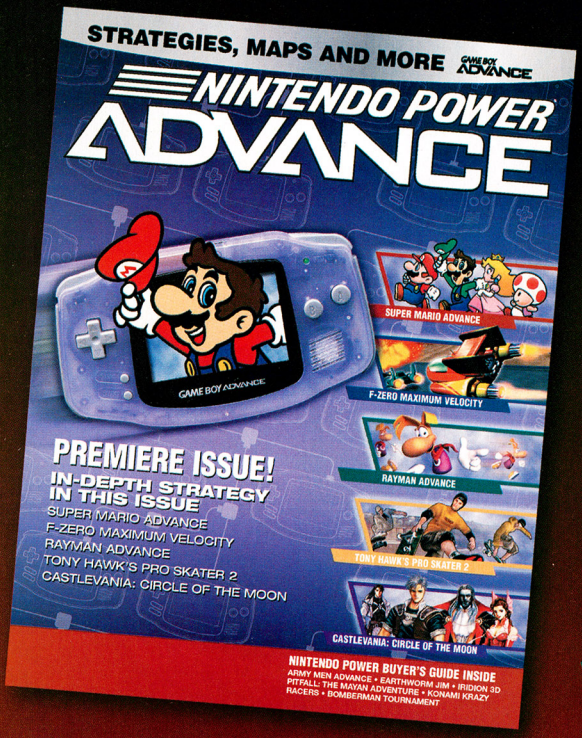

PREMIERE ISSUE

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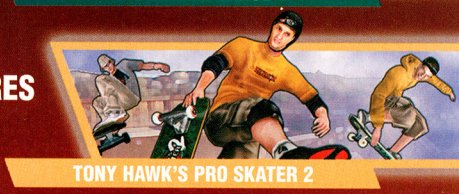

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Use over 80 spell effects

Destroy Dracula's minions

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T — Teen — Animated Blood, Mild Violence

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